METAL GEAR SOLID ROGUE TRIP UNHOLY WAR
SPYRO THE DRAGON LIBERO GRANDE LEGEND

issue forty one

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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

F1 '98

Is this the last word in white hot motoring mayhem? Review inside!

ABE'S EXODDUS

REVIEWED!

More Oddworld anarchy with the ultimate alien hero!

DRIVER

"Get the wheels in line – go, go, go!" First look!

EXCLUSIVE

FIFA '99

EA scores with another blinding sequel!

BIGGEST EVER ISSUE!

FREE CHEATS BOOK WITH THIS ISSUE

Shall we think about this...

THE UNF
WA

2 very addictive multi-player modes

Combat Mayhem

Select your own force of characters to battle with and then choose from one of many battlefield options and let the one-on-one combat mayhem begin!

Combat Tactics

If you fancy mind games first, take turns commanding your forces, building resources on detailed 3D strategy maps and initiating one-on-one real-time combat against your enemy.

Mind games or may

...or just fight?

"An addictive arcade-style two-player 3D combat game."
Official PlayStation Magazine

"A remarkably compelling experience."
Edge

"An exciting mix of action and tactical play."
PlayStation Power

"Imagine chess. Except much more violent. Much more fun."
PlayStation Plus 89%

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PLAY magazine Issue 41 1998

F1 '98

22 We crash and burn with the eagerly awaited 1998 Formula One update. The baton of development has switched hands from Bizarre Creations to Visual Sciences, so will this game live up to the hype?

THE BIG GAME

REGULARS

WIRED 06
Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!

SUBS 90
Join the UK's best selling unofficial PlayStation magazine team and receive PLAY every month, with superb special deals available with EEEs off the latest games. Give yourself (or a friend) a tasty treat!

STATION MASTER 100
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered

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METAL GEAR SOLID 114
RETALIATION 116

ARENA 132
This is where you get a chance to talk to the staff on PLAY and air your views to fellow PLAY readers and the industry chaps that read the mag. Send us your views now, the more controversial the better!

THE PLAYLIST 136
Reviews of every PlayStation game ever covered in PLAY, plus our Playback, recommended games, long term tests and much more. It's a hall of knowledge and it's new and improved this month with even more info.

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PLAY

プレイステーション

The UK's Best Unofficial PlayStation Magazine!

ABE'S EXODDUS

64 Abe's back in his second PlayStation adventure, saving his fellow aliens from the tyrannical clutches of the Glukkons. Better puzzles, extra abilities and some of the maddest conversations since the Conservative Party conference make this the biggest and best platform adventure yet seen on the PlayStation. "Follow me..."

PLAY CLASSIC

60 Transport tourists and blast hostile vehicles to smithereens in this fantastically playable car chase! From the same team behind the *Twisted Metal* games, we're surely in for a treat!

PLAY CLASSIC

ROGUE TRIP

BUST-A-MOVE

56 Get busy on the dancefloor with this hip-shaking release!

SPYRO THE DRAGON

44 Sony's front runner for the 'silly' season comes in the form of a demented and exceedingly camp, juvenile dragon. Will it fly high or die at the hands of St George?

WORKSTATIONS

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FIFA '99	42

WIRED UP

NINE PACKED PAGES PACKED WITH SOME OF THE HOTTEST GAMES COMING THIS CHRISTMAS, INCLUDING *MESSIAH*, *ODT*, *BLAZE & BLADE*, *SILENT HILL* AND MANY MORE!

PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AND RATED

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PLAYSTATION wired

BIG! If you thought that last month's PLAY was packed to the rafters... get a load of this baby! This month's magazine is the biggest ever – 148 pages to be precise, all crammed with everything PlayStation related. But anyway, you can feel the might for yourselves, so let me talk about other more pressing matters... like just how rubbish *F-1 '98* is!

We seriously couldn't believe it when we saw it, it was as though somebody spiteful was playing a joke on us that simply wasn't funny. How could the series sink to such despicable depths of badness? Find out more in-depth derogatory comments in our full review on page 22.

Other news this month is the Japanese release of the Sony PDA... now cunningly called the 'PocketStation', a cute little gadget that we'll be covering in more depth next month. Then there's the PlayStation 2 and the fact that it isn't going to be backwards compatible – what a shame, but then who's going to give a fig about the old junk when we see what this technological quantum leap of a machine can do? It's still a long way off though, so live for now!

■ **Ryan Butt** Editor

R4 EXPOSED!

AMAZING FACTS ABOUT NAMCO'S DRIVER REVEALED!

Namco recently issued a press release that is packed with interesting new facts about its forthcoming racing sequel, *R4: Ridge Racer Type 4*. The most groundbreaking of all being that it is going to be a split-screen two-player game!

The game is currently about 70% complete and will hit the shelves in Japan during December. It is the fourth game in the series that is packed with new specifications and features such as stunning new backgrounds, lighting and more sophisticated game modes. Namco states that the driving sensation will be similar to that of *Ridge Racer*, whilst the advanced new game modes will be superior to those in *Rage Racer*.

[ABOVE] The driving experience in *R4* is said to be very similar to that of the original *RR!*

R4 features eight different courses and more than 300 kinds of playable cars including colour options. There's also a new 'Grand Prix mode' that will allow players to experience the highs and lows of being a racing driver. Like we said, the game will be a split-screen two-player, but Namco has also included a link-up mode to allow four players to battle it out simultaneously – we're glad to see that Namco still sees the link-up option as a viable means of enjoyment!

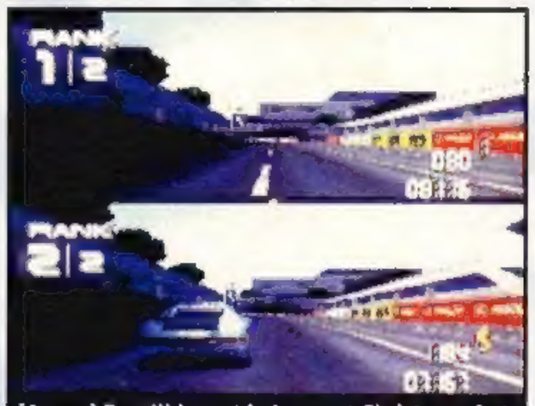
The main element of *R4* is the GP Mode though, and here is Namco's own take on this concept: "Although there was the same game mode in *Rage Racer*, this is a whole new concept. The player will aim to be the grand champion competing in many races as a 'freelance racing driver'. Various elements such as the team, type of car the players select, etc will all be factors which decide whether or not you will win each race."

The GP mode starts with the players selecting a contract with one of four different racing teams. Then they will select one of the four car manufacturers which will greatly influence the outcome of the races. Then the GP gets underway, and in-between each competition, it is possible that a new car may be given to the player depending on their records and the condition of the team.

Obviously, Namco is very excited about this game, and there's no doubt in our minds that it'll be a major hit in Japan this Christmas, although there are still no exact details about a US or European launch, but we'll keep you posted with further news when we get it.

[ABOVE] Here we go... the first screenshots of the simultaneous two-player split-screen mode.

[ABOVE] The game can be played via the link cable so that four players can race at a time.


[ABOVE] *R4* will be out in Japan at Christmas, but no firm UK date has been given at this time.

WIRED UP contents

JUDGEMENT DAY 09
Your views on *Tekken 3*. Was the PAL version inferior to the Jap? Did it take too long to arrive on these shores? And more importantly, is it the best fighter?

TECMO BABES 10
We snatch a quick glimpse at the *Dead Or Alive* girls as you've never seen them before... in bikinis! This is a shrewd move by Tecmo to promote *DOA 2* in the arcades.

IT'S A FACT!

The first screenshots have appeared of the Sega Dreamcast version of *Resident Evil*, and as you can see, it's looking a bit special. Hopefully we'll have some info on PS *Resident Evil 3* soon!

IT'S A FACT!

Excitement Direct is selling limited edition *ISS Pro '98* memory cards and sticker kits at £9.99. If you purchase either, you'll get £2.00 off of the game. For more info, give 'em a call on (01993) 844885.

PDA?

POCKETSTATION!

Great news for techno boffins... Sony has announced that the PocketStation will be released in Japan on 23 December!

The gadget formerly know as the 'PDA' is equipped with a programmable 32-bit RISC processor together with a tiny LCD screen, high quality speaker and bi-directional infrared communication capability. The PocketStation can be used as a memory card to save PS games, and in addition it can be used with various software downloaded from the PlayStation, as well as a portable gamesplaying unit in its own right.

The PocketStation's bi-directional infrared communication capability can exchange data from PDA to PDA without the PlayStation being needed as a bridge – and it is even possible to exchange data with other products equipped with infrared communication capability conforming to IrDA with appropriate application software!

The unit will come in two colours (white or crystal) and will cost 3,000 Yen, which is about 15 of our English pounds – although we'd stake money on the PocketStation being significantly more than that when it arrives in Europe next year!

[ABOVE] Sony expects the PocketStation to be in orbit by the year 2120... resistance is futile!

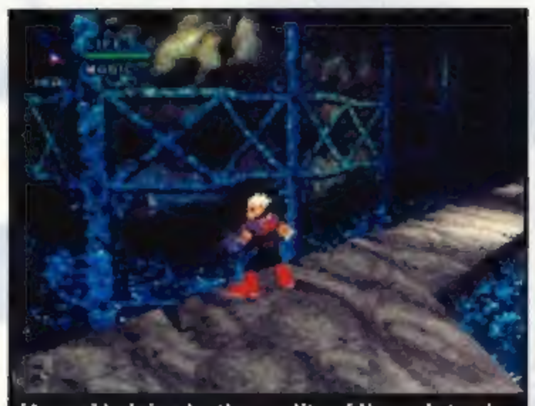
DRAGON VALOR

NAMCO ANNOUNCES NEW RPG GAME!

The other big game in development at Namco of Japan is an action adventure packed with swords, magic and dragons – namely *Dragon Valor*!

Set in a fantasy world of sword and sorcery, the game is loosely based on the old 8-bit game, *Dragonbuster*. Players travel through a myriad of realms battling the dragons that control each land. *Dragon Valor's* 3-D action-orientated gameplay and rich story structure are also packed with challenging puzzles and realistic arcade style combat. The game itself crosses several generations and the player will control various characters through the game. You even get to choose who weds who... which is bound to be good for a laugh!

Polygon dragons will challenge players in dramatic one-on-one battles to the death, so expect *Dragon Valor* to be a mighty titan of a game when it comes next spring!



[ABOVE] Judging by the quality of Namco's track record, this game should be an absolute belter!

[ABOVE] The action is 3-D orientated, so expect plenty of lavish surroundings to unfold.

[ABOVE] The main aim of *Dragon Valor* is to fight and defeat dragons. It sounds simple but have you seen the size of the things?! Transforming this scaly customer into kitty chunks is not going to be easy!

NOZIN' AROUND

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Infogrames is planning to release a **Le Mans** game for the PlayStation. The company has been granted a "multi-year" deal for the 24 Heures du Mans franchise, and developer Eutechnyx is already working on the first game due out in 1999.

Activision has recently signed a deal with **Lucasarts**, meaning that it will distribute all of George Lucas's interactive entertainment titles on PlayStation. Obviously, with the forthcoming cinematic release of **Star Wars: The Phantom Menace** (who thought-up that title?) Activision must be rubbing its hands with glee at the prospect of a tie-in game.

Sierra Sports recently announced that it is releasing **Viper Racing** on the PlayStation this month in the US. No UK release has been set for the racing game that features Dodge Viper cars (hence the name) 20 tracks and 40 different upgrades, but we hope it's soon!

Activision has announced a ten year agreement with Viacom to develop and publish games based on **Star Trek**. Hopefully this might mean that we'll actually see some PlayStation 'Trekkie' games at long last!

In a bid to avoid BBFC grumblings, SCI will release two versions of **Carpocalypse Now**, the sequel to last year's violent racer, **Carmageddon**. The Full Blood Pedestrian edition will be released with and '18' certificate, and a more audience friendly version will come with a '15' certificate.

NAMCO JOGCON 12
Namco reveals its brand new peripheral – a driving controller to tie-in with the release of *Ridge Racer 4*. We report back on the all-important features!

MGS STEALTH 14
We play *Metal Gear Solid* to death and reveal the hidden Stealth mode that allows you to play through it, invisible. Watch the guards squirm as they try and catch you!

CRASH 3 15
We play through the latest bandicoot adventure to bring you a sneaky peak at the exciting new levels featuring planes, bikes, jetskis and much more besides!

ENTERTAINMENT USA

with Cat Bucannon

Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!

Bad news this month about controversial beat-'em-up **Thrill Kill** –it's been cancelled. Industry giant Electronic Arts indirectly bought the incredibly gory fighting game when it bought Westwood Studios. EA has decided that *Thrill Kill* is too gruesome for the public to play, calling it "a sadistic killing game." Shame – it looked fantastic from what we've seen.

Thrill Kill A bit of armless fun?

Rug Rats Nappy-tastic mayhem!

Nickelodeon's **Rug Rats** are closer to their PlayStation debut in conjunction with the release of their feature-length film. Taking part of one of your diaper-soiling characters, the game revolves around the adventures that take place within their magical make believe world. Whatever happens with the game, I'm just hoping the movie turns out better that the other huge kids film, *Small Soldiers*.

Atlus has picked up another quirky title from Japan, named **Eggs Of Steel**. The unofficial next step for all you ageing fans of the *Chuckie Egg* games, *Eggs Of Steel* features a cute egg-like creature by the name of Charlie who works in a steel factory. The machine in his work place come alive and he has to evade them while searching for the power switch. Sounds heavy on the puzzles and easy on the eyes.

Eggs Of Steel Can you crack it?

Streak Tear up the tarmac!

The other big release in the USA this month is SingleTrac's one or two-player (four-player via link cable) stunt racer, **Streak!** Taking stunt racing to daring new heights, it features moving obstacles on the tracks, changing paths, a Ghost mode and ten kerrrazy characters to choose from. Possibly the only thing missing is the fact that you can't separate from your board. Darn! See y'all next month honeys!

ENTER THE WARZONE

IT'S WAR JIM, BUT NOT AS WE KNOW IT!

We ventured down to Pumpkin Studios this month to see for ourselves how progress is going on *Warzone 2100* – which will be released by Eidos next year.

The game is an interesting battle simulation whereby players are invited to participate in a real-time war set in the 21st Century. The goal being to rebuild North America and reclaim lost technologies. It features fast arcade action coupled with strategic planning. You command a whole platoon who must storm enemy fortresses in a convoy of tanks and take out their resources. It has elements of *Command & Conquer* in there, but the game engine is lightning fast and it features a innovative control system that allows you to view the action from a whole host of different camera angles, as well as presenting you with a bird's-eye map, making the surveillance of the surrounding terrain a doddle.

We'll have much more information in the form of a workstation next month, but for now here's some new pictures!

[ABOVE] You can choose to control any one your side's vehicles at any time during the game.

[ABOVE] If you stay put, the enemy will advance, so get in there and take them out beforehand.

[ABOVE] You'll have to build up your own bases and get factories churning out more tanks.

[ABOVE] Better vehicles with more advanced weaponry are available when you research them.

TOTAL GAMES NET!

WE LAUNCH NEW GAMES NETWORK!

Paragon Publishing, the company responsible for this fine publication, amongst many others has launched Total Games Network (TGN) available via the Internet at http://totalgames.net. It went online in October and features a wealth of daily news, reviews, features, hints & tips, competitions and special offers for PC, Nintendo 64, Dreamcast and, of course, PlayStation.

Boasting over 5000 pages of content, which includes the most comprehensive reviews and hints databases available on the internet, TGN is the most happening place to be if you want to get clued up about the wonderful world of videogames. So get down there today and check it out for yourselves!

[ABOVE] Total Games Network – "the most comprehensive database on the internet."

JUDGEMENT DAY

WORD ON THE STREET ON THE PAL VERSION

We recently held an opinion poll on our Paragon Online Internet site whereby we asked what you made of the recent PAL release of *Tekken 3* on the PlayStation. This was in light of criticism aimed at the game, with many feeling that PAL users have come off second best again with an inferior conversion from the much faster NTSC original.

On the whole, opinions were more or less split down the middle, with some feeling that *Tekken 3* is the best thing since sliced bread, and others who feel that the beat-'em-up genre is in dire need of fresh ideas. What follows are soundbites extracted from your comments – thanks to everyone who contributed.

"The new modes are fine additions, the Dual Shock stuff works and it is a very mature beat-'em-up. It may be slower than the Japanese version, but if you've never played that then you don't know the difference."
Justin Anderson

"I've had the opportunity to play the Japanese version and it was really the best fighter I played, but when I saw the PAL version I was very disappointed. The lightning fast movement of the Japanese *Tekken 3* adds very much to its gameplay value."
Bruno Banic

"It doesn't live up to the hype! It's graphically impressive, but far too similar to *Tekken 2*. It does not warrant spending the extra money when you can have one of its predecessors for 20 quid."
Gareth Beynon

"Sony is obviously going back almost totally on its well publicised pledge (just before the release of *T2* if I remember) that it was going to enforce better conversions on developers."
Jonathan White

"*Tekken 3* is dull. Boring. Absolutely mind-numbing tedious tripe. It's just the same as any other 3-D fighting game out there."
Lee Tonks

"It took faaaaaaarrrrrrrrr toooo long to get to the UK."
Jude Ashton

DROP DEAD GORGEOUS!

SULTRY GIRLS GET 'EM OFF FOR TECMO'S *DEAD OR ALIVE 2*!

Those of you with just as good a taste in women as you have in fighting games may recognise this beauty from the enormously playable *Dead Or Alive*, from Tecmo (released on PlayStation by Sony a couple of months ago). Following news of a sequel, Tecmo released some outstanding artwork showing all the girls posing in wickedly revealing swimsuits. You have to admit that Lei (pronounced, curiously enough, as 'lay') looks quite a bit better than most of *Tekken 3*'s toughened hags, Ling excluded of course.

Though *Dead Or Alive 2* is currently only scheduled for an arcade release, as was the case in the beginning with the original game, we just couldn't resist showing you what's on offer! We have similarly stunning pictures of the other three female characters, but they'll have to stay as merely office favourites. Unless Tecmo calls us to announce a PlayStation conversion of course...

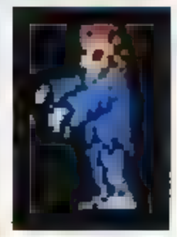
PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what do they do at the weekends?

Ryan Butt
He likes nothing more than skulking off to his home town of Bradford-On-Avon and indulging in much merriment this his family and chums. How quaint!
ryan@paragon.co.uk

Graeme Nicholson
He likes nothing more than barricading himself in his technology tower, with all the very latest mod-cons. The latest being his snazzy Mini Disc player. How materialistic!
silencio@paragon.co.uk

Tom Sargent
He likes nothing more than wooing the girlfriend and boasting about how one day he'll be the big-cheese in his own multi-million pound empire. How absurd!
tomsargent@paragon.co.uk



Ben Lawrence
He likes nothing more than disappearing into the urban wilderness and not being seen by another human being until Monday. What he does is anyone's guess. How spooky!
benl@paragon.co.uk

CHAIN GANG!

COLLECTABLE *TEKKEN 3* KEYRINGS

During a well-deserved holiday abroad to Hong-Kong, PLAY's very own Graeme Nicholson discovered a wealth of rare wonders and desirable collectables. Not least a set of fantastic *Tekken 3* keyrings – a snip at $100 (about £15) a set. Unfortunately though, the set only includes the ten standard characters and not the bosses, but you'd still have them wouldn't you?

Graeme also stumbled across a *Tekken 3* comic packed with well drawn comic strips featuring all of your favourite *Tekken* characters, plus a very offensive sketch of Tiger (but we won't go into that!). Unfortunately, the comic was all in Japanese so we couldn't understand a word of it, but it had a very cool picture of Jin in a Ferrari F-50, so it was a definite 'must buy' in our books!

There simply isn't enough game-related junk for UK fans to fill their homes with, so we reckon a distribter over here would make a killing with this lot!

BUSTER BROS ARE BACK!

CAPCOM ANNOUNCES NEW 'CLASSIC' PACK

The Capcom classics are back in a package bursting with gameplay! That's right, the Buster Bros return in a three-game collection of the bubble-frenzied world of frantic shoot-'em-up action.

The *'Classics'* package will contain versions of *Buster Bros*, *Super Buster Bros and Buster Bros 3: Buster Buddies* and will boast over 300 levels of bubble-popping action. *The Buster Bros Collection* comes hot on the heels of *1942* and *Ghosts 'N' Goblins* (which is reviewed in this issue on page 78).

Armed with a spear-tipped rope gun, the Buster Bros and their friends shoot at a rain of killer bubbles in different play modes (Panic, Tour and Story) whilst trying to abscond with treasures from around the globe. Blocking their way are platforms, ladders, boxes and multiple enemies to build a frenetic pace for one or two players in these awesome shooters. Let's face it, we've all played at least one *Buster Bros* game in our lives, and they are certainly brimming with addictive qualities, so this new package should go down a storm with hardcore fans of the long running coin-op series. No UK release had been announced, but we'll keep you posted.

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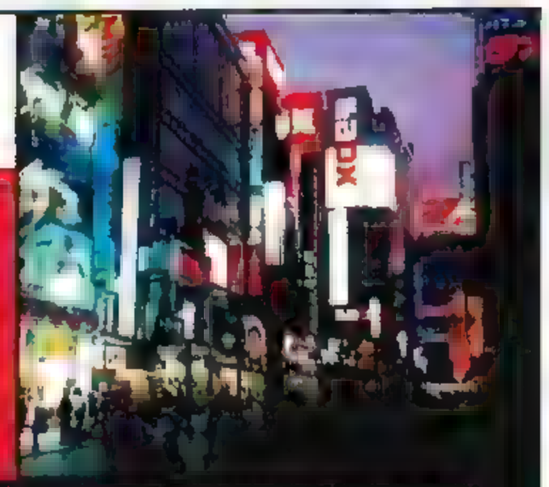
JAP'S EYE



ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the Play Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

Eretzvaju

Eretzvaju Wojo lookin' at me?

Ehrgeiz Final Fantasy Fightin'!

Ehrgeiz

Super Robot Wars

Super Robot

Taisen

Super Hero

Sakusen

Super Robot Wars Mini-Mecha!

Cocktail Harmony Shaken!

Cocktail Harmony

OUT NOW... A-Z of PlayStation Secrets, Strategies, Solutions Volume 3 (ISBN 1-873650-42-6) contains thousands of tips, cheats, passwords and winning strategies for over 300 PlayStation games including *RE2*, *Tekken 3* and *GT*! Priced at £9.95 and available from all good bookshops!

MEET THE JOGCON

NAMCO ANNOUNCES ITS NEW GADGET!

Just when we thought the NeGcon was the most innovative steering device around, Namco announced plans to release another high-tech steering peripheral to tie-in with the immanent Japanese release of *R4: Ridge Racer Type 4*.

The JogCon will be released in December and is a racing controller with force feedback. It features a 'jog' dial fixed in the centre of the pad that is used to steer and will rotate by the electric power alone, through the cord and generate force feedback. Using the jog dial will allow players to achieve better lap times and feel as though they are experiencing a realistic driving sensation.

No price has been stated as yet, but we are assuming that it will retail at a price similar to that of the mighty NeGcon (about £50 then). It is also likely that the JogCon will come bundled with *R4* at a special price when it is released in Japan just like the GunCon with *Time Crisis* and the Dual Shock Pad with *Tekken 3*. We here at PLAY remain suspicious about how 'realistic' it'll be to drive with your thumbs though!

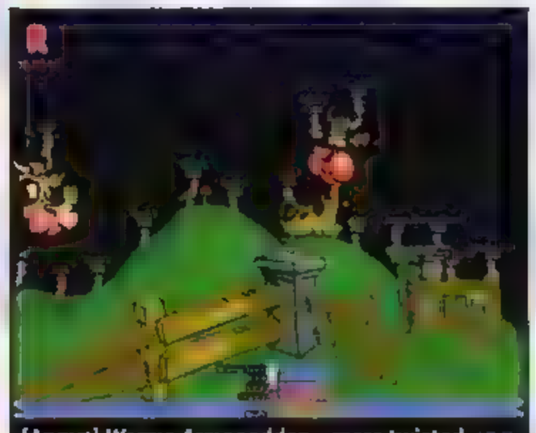
WORMADEDDON

TEAM 17 OPENS ANOTHER CAN OF WORMS!

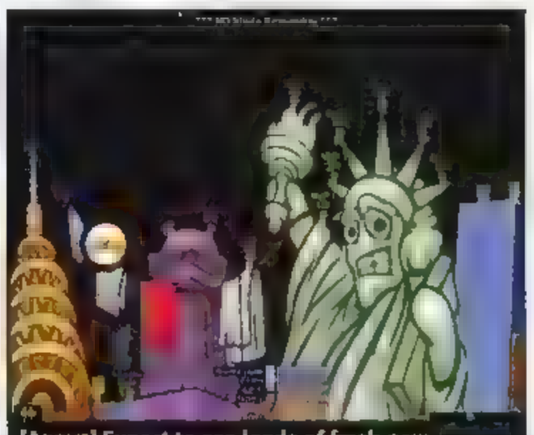
One of the most addictive PlayStation games of all time has spawned a sequel! Yorkshire-based Team 17 recently announced that it will be releasing *Worms Armageddon* on PlayStation in the second quarter of 1999!

The game will enhance the original award winning gameplay with barmy new weapons, new features and improved single and multi-player games. Some of the new features include laser sights on selected weapons, allied teams in multiplayer mode and a whole host of new weapons such as earthquakes, electron bombs, flame throwers, skunks, mole squadrons and scales of justice.

Worms Armageddon will be out on the PC in November, but we'll have to wait until next spring.



[ABOVE] *Worms Armageddon* – more twisted weaponry than ever before. Should be a scream!



[ABOVE] Expect to see loads of fresh new locations... sorry, battlefields, in the sequel.

SHE'S BACK...

...IN HER BIGGEST ADVENTURE TO DATE

AVAILABLE FROM NOVEMBER 1998

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ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, if you're interested...

CRASH 3

We've been playing the game to perfection in order to grab the exciting new levels, and very nice they are looking too. So far we've completed just over 50% — not bad for a day!

METAL GEAR SOLID

We mention below how we've uncovered the new Stealth mode, well we also noticed that this comes with a brand new memory card icon graphic featuring the Stealth Ninja. Mighty fine!

MUSIC MAKER

Blimey... an hour with this game and we were banging out tunes like The Chemical Brothers! It just goes to show that any old geek can create dance music these days!

MGS EXTRA GADGETS!

METAL GEAR SOLID IN STEALTH MODE & INFINITE AMMO!

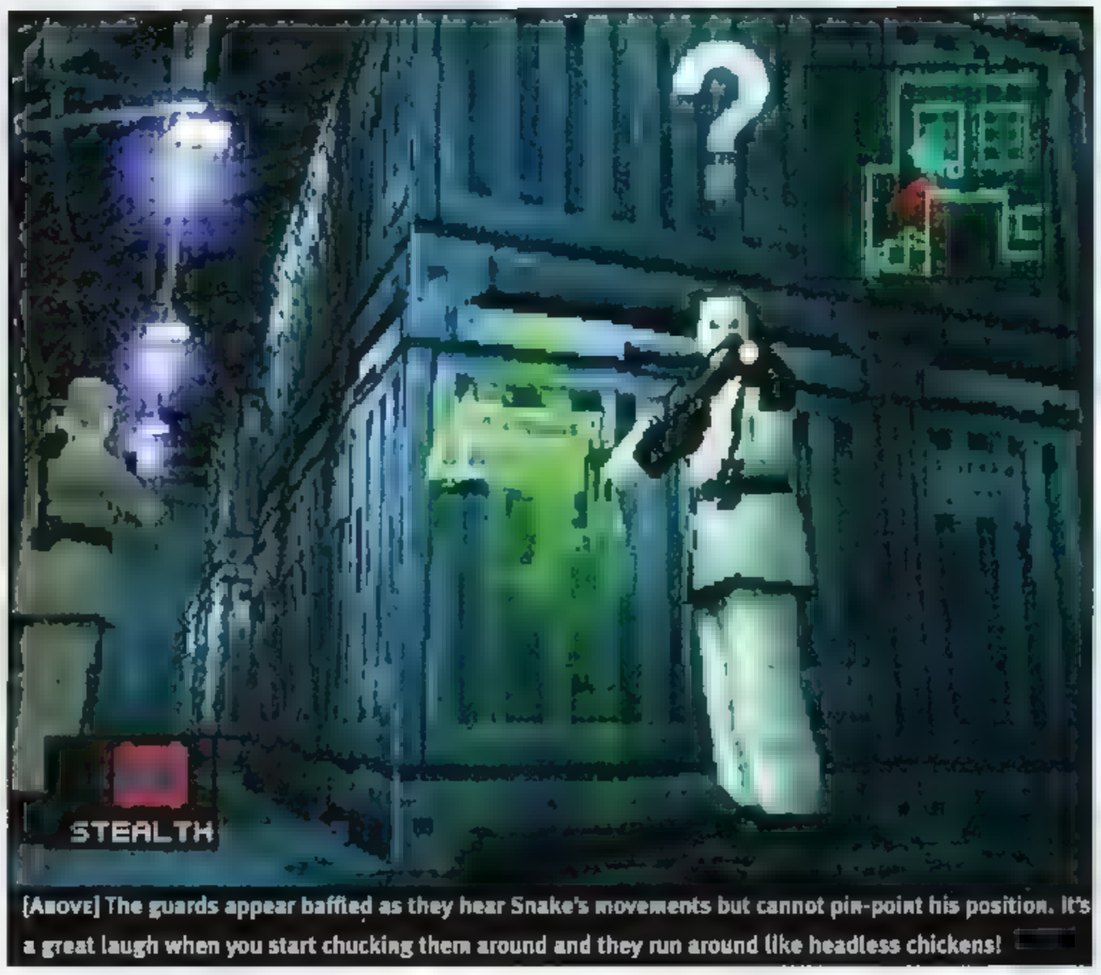
We've been beavering away on the Japanese version of *Metal Gear Solid* ever since the review last month, and a few new things have come to light.

Firstly, we discovered that the use for the mysterious Bandana that we were given after completing the game is to enable infinite ammo the next time you play. However, because you can only equip one weapon at a time, this can lead to problems if you're running low on energy. Despite this though, it's still a good laugh.

The other item we've found is the Stealth. To get this, you must choose to 'give up' when tortured on the electric rack. By doing so, Meryl will unfortunately die at the end and Snake will instead escape from the complex accompanied by Hal Emmerich – the bespectacled scientist bloke that assists you throughout. As the ending rolls, he will give you the Stealth unit to use in the next game which is great fun. This basically turns you invisible – meaning that the guards and cameras cannot spot you (although this doesn't work with the bosses). Even if you shoot the patrol men and toss them about the place, they still won't become alerted to your presence, which'll make completing it in record time a doddle.

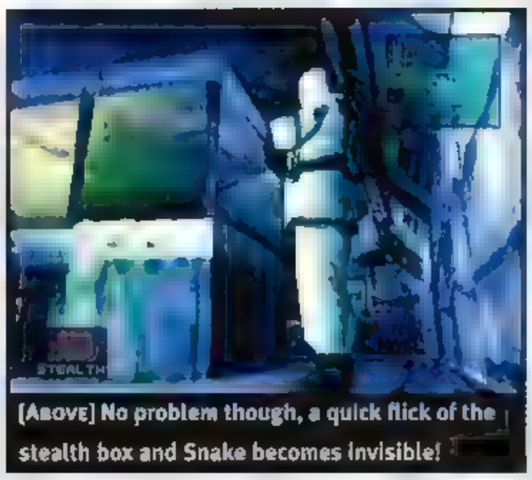
There were also a few other things left for us to ponder, but thankfully Alex Walsh came to our assistance to offer a few pointers in return for all the invaluable help we gave him. First of all, the scarf is used in the wolf caves. If you use it, the fanged beasts will simply sit down and wag their tails at you. Also, to obtain the claymore weapons (ie the mines) all you have to do is lie down and crawl into them on the ground.

Other news regarding *Metal Gear Solid* is that the American and European versions will come with extra difficulty levels, so those of you unhappy with the challenge factor in the Japanese version, will be treated to a complex complex, not to mention understandable, version.



[ABOVE] The guards appear baffled as they hear Snake's movements but cannot pin-point his position. It's a great laugh when you start chucking them around and they run around like headless chickens!

[ABOVE] Solid Snake cowers as the security guard approaches his position...



[ABOVE] No problem though, a quick flick of the stealth box and Snake becomes invisible!

PSX2

THE LATEST NEWS!

Some interesting facts concerning the PlayStation 2 came to light in a recent edition of MCV (the industry trade paper). Sony plans to go public about the exact specifications of the hardware a week before the intended 27 November Japanese release date for the Sega Dreamcast.

The move is undoubtedly intended to steal Sega's thunder and ensure that people never loose sight of the PlayStation as a market-leading entertainment tool. Sony made no announcements at the recent Tokyo Game Show, but we can reveal that the PlayStation 2 will feature a custom-built CPU, DVD and 3-D processor capable of delivering 10 million polygons per second... which is quite staggering.

The shock news is that the machine WILL NOT be backwards compatible as many people had hoped – meaning that all the current games will be obsolete when this new wonder-machine eventually supersedes the original PlayStation. However, the machine does present a significant technological leap, and with specs like that, Sony should be feeling relatively confident that it can succeed its original console that shifted some 40 million units across the globe.

It is thought that the PlayStation 2 will be shown in some shape or form at next spring's Tokyo Game Show, but we will endeavour to bring you all the up-to-the-minute facts as soon as we see or hear anything concrete. So stay tuned for more information next issue!

ON THE RACK PAL

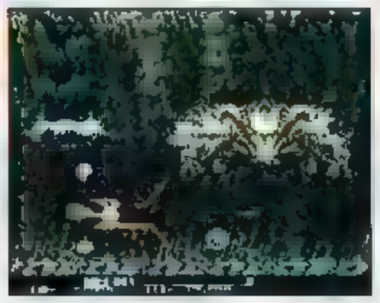
PAL conversions about to hit the shelves and how they match up to their Japanese originals. Here we mention any in-game alterations, improvements, and whether English dialogue enhances the gameplay.

POCKET FIGHTER

The Street Fighter series took a bizarre twist when all the characters reverted back to being small kids. This PAL version is equally as enjoyable as the Jap version. It may lose some of the pace, but at least you can understand the text!

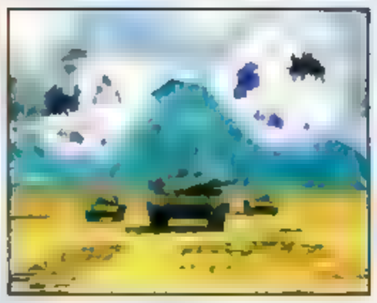
R-TYPES

R-Type remains one of the most addictive and original shoot-'em-ups to emerge in the arcades. The PAL conversion looks just as good as the original JAP game — Not that it was too difficult to convert! There's also R-Type Delta to look forward to soon.



C&C: RETALIATION

Runs at top speed, looks as good as Shirley Manson on crack! If you love games that are totally amoral, this beauty's the one for you. If you think the yank version is faster check out the upgraded Turbo mode, you'll be well impressed!



CRASHING IN

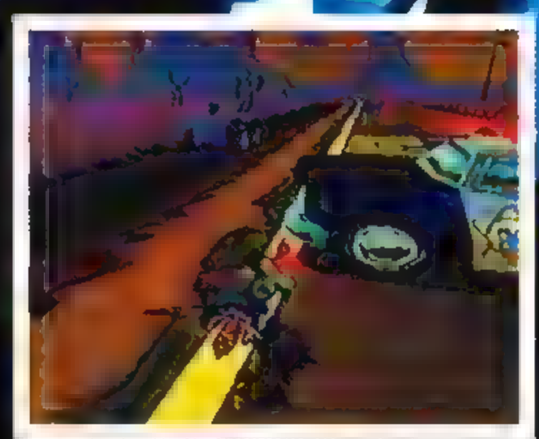
WE EXPOSE THE GREAT NEW LEVELS IN *CRASH 3*!

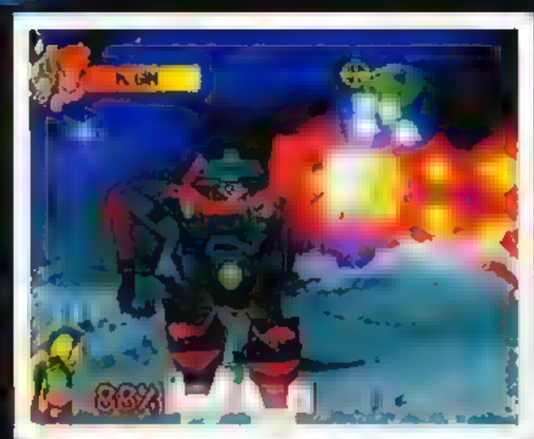
We've been playing *Crash 3* a lot this month because we recently received the most up to date code. The reason being that we wanted to show you some of the great new levels that clearly show that Crash has finally ditched the rails that confined him to corridor hell in the last two games. The most radical new additions are the free-roaming flying levels whereby Crash and his sister Coco take to the skies in bi-planes. The idea is to take out crates dangling from balloons and destroy a certain number of blimps or Red Baron planes – devilish fun it is too, especially when trying not to engage in dog-fights with the lesser foes.

Other new levels include the racing sections whereby Crash has to don his 'Fonz' gear and trying and outrun the low-riders on a stretch of patrolled highway in order to win a race and grab the first-prize crystals. The pace isn't exactly 'nippy', but then it's tricky enough already!

The game is certainly shaping up to be the best *Crash Bandicoot* game yet, who knows, next month he may even bag the first 'PLAY Classic' award that has always eluded him. Stay tuned for the full review next issue!

Don't you be getting any saucy ideas – she's his sister... mind you, they are animals after all, and they aren't renowned for their morals are they!





OUT NOW... PlayStation SSS GOLD [ISBN 1-873650-46-9] is the most explosive PlayStation tips book ever created! At over 480 pages, it is the largest collection of full solutions in the world, and includes a FREE memory card – all for only £14.95!

OUT NOW... *PowerStation* [ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 28 features complete solutions to *Duke Nukem: Time To Kill*, *Medievil*, *Tenchu*, *Future Cop: LAPD*, *Moto Racer 2*, *C&C Retaliation*, and many more besides!

PREDICT!

AND WIN £50!

What could possibly be easier than predicting which games are going to top the charts? You know good games as well as we do, so how hard can it be to name the ones you think are going to be hits? Hang on though, *Tommi Mäkinen Rally* got quite high didn't it? Taking into account the odd red-herring then, your goal here is to successfully predict which three games will top the GAME charts in next month's issue. If you guess right and are pulled from Tom's dusty cap, you could win a voucher for £50 to spend at any branch of GAME. It's easy when you think about it. So write down your top three and send then to: GAME Predicts, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS. All entries MUST arrive at our office no later than 15 November. Any entries that arrive later than the stated date will not be entered into the draw. Got that? Get on with it then!

CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	ISS Pro '98	Konami	Konami	92%
2.	Medievil	Sony	Sony	88%
3.	Tekken 3	Namco	Sony	94%
4.	C&C: Retaliation	Westwood	Virgin	91%
5.	Colin McRae Rally	Codemasters	Codemasters	93%
6.	Wild 9	Shiny	Interplay	72%
7.	Moto Racer 2	EA	EA	87%
8.	Gran Turismo	Sony of Japan	Sony	97%
9.	Tomb Raider II	Core Design	Eidos	95%
10.	Prem Manager '98	Gremlin	Gremlin	89%

READERS' MOST WANTED

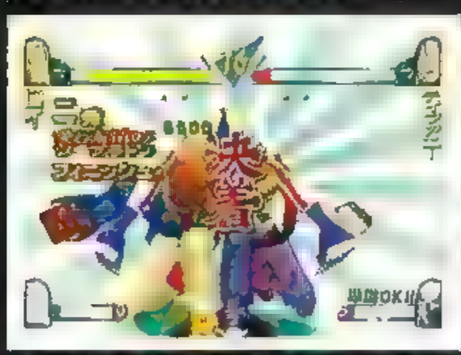
VOTED BY THE PLAY READERS BY FAX, EMAIL OR LETTER...

Pos	Game	Developer	Publisher
1.	Metal Gear Solid	Konami	Konami
2.	R4	Namco	Namco
3.	Gran Turismo 2	Sony Japan	Sony
4.	Final Fantasy VIII	Square	Sony
5.	Time Crisis 2	Namco	Namco

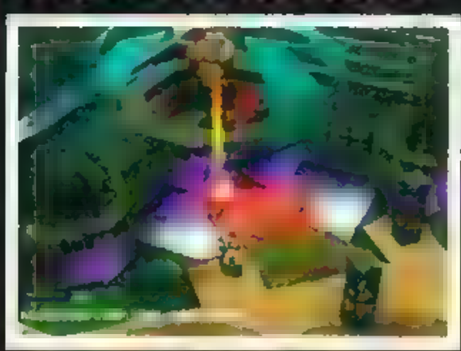
PLAY RECOMMENDS

Tekken 3 [97% PLAY 34] The best beat-'em-up around!

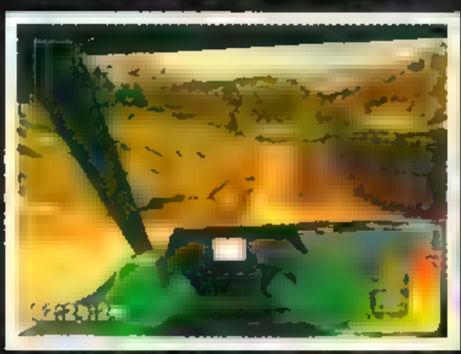
Metal Gear Solid [94% PLAY 40] The ultimate spy thriller!



Rival Schools [96% PLAY 39] A truly fantastic fighting game.



Future Cop: LAPD [94% PLAY 40] EA's best game for ages!



Colin McRae Rally [93% PLAY 37] The greatest rally game ever!

STOP PRESS – MGS USA!

HOT NEW INFO ON THE ENGLISH LANGUAGE *METAL GEAR SOLID*

Just as this issue of PLAY was going to press, we obtained a copy of the American version of *Metal Gear Solid* and were amazed at how much more enjoyable it is when you can finally understand what is going on.

The first thing that we noticed was that Solid Snake fancies himself as a bit of a ladykiller. In fact, there isn't one female in the game he doesn't try to get in with!

Like we said before, the game also contains different difficulty levels – four to be precise. The 'easy' level, we think, is the equivalent challenge factor to the Japanese version, 'normal' is slightly harder, and 'hard' is played without the radar. The fourth level is called 'extreme', and it cannot be accessed when playing the game for the first time.

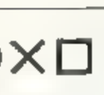
The other difference we spotted is the guard that gets battered and stripped by Meryl. In the Japanese version he is still wearing boxer shorts, but in the US version he is wearing only his birthday suit with a censored box over his arse! Very strange. Full review next month!

[ABOVE] The US version of *MGS* features four different difficulty levels to prolong the fun.

[ABOVE] As you can clearly see, the battered guard in the Jap version is wearing underpants...

[ABOVE] But for some strange reason, the guard in the US version is stark b*****k naked!

DO PLAY WITH FIRE



Spyro the Dragon. Too hot to handle, get hold of a copy immediately.

www.playstation-europe.com/spyro

ng out for a
adventure game, but
th its own original quirky
r. OK, so we've had, but he
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tself was far from expansive.
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a while. However, these two will
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ful character' platform with the
Spyro, the intrepid little dragon
roic exploits are finally making
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DO NOT UNDERESTIMATE
THE POWER OF PLAYSTATION

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win! home cinema system WORTH £2000

1ST PRIZE

a 28-inch Sony Widescreen Nicam stereo TV • Sony Dolby Pro-Logic amplifier & speakers • Sony Nicam long-play video recorder • bundle of Formula One merchandise

The wait is finally over, and the next gripping *Formula One* game from Psygnosis has arrived. This is just the ticket to keep those gruelling races alive when the season is but a distant memory. To celebrate the launch, we've teamed up with Psygnosis to bring you a fabulous prize worth £2000! Here's what it includes...

1ST PRIZE

A Complete Home Cinema Package & loads of F1 merchandise!

RUNNERS-UP

10 runners up will each receive a copy of the Formula One Season Round-up video and an F1 cap!

To be in with a chance of winning, you must first answer the following questions correctly:

Match the following ten drivers with the eight relevant teams...

1. Michael Schumacher
2. Damon Hill
3. Rubins Barrachello
4. Jean Alesi
5. Jos Verstappen
6. Jacques Villeneuve
7. Mikka Hakinen
8. Shinji Nakano
9. David Coulthard
10. Johnny Herbert

A. McLaren
B. Ferrari
C. Williams
D. Jordan
E. Stewart
F. Benetton
G. Sauber
H. Minardi

When you think you know the answers, write them on the back of a postcard or sealed envelope and send it to: The Winning Formula, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. All entries must arrive by 1 December 1998 at the very latest. Good luck!

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its sponsors Psygnosis may not enter. All entries should be sent to arrive no later than 1 December 1998. The winner's name will be available by writing to Paragon Publishing. The sponsors reserve the right to supply prizes of equivalent value if the stated prize is not available.

THE OFFICIAL 4 PLAYER MULTI-TAP.

OFFICIAL MULTI TAP

NO COMPETITION.

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THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!

F1'98

22 A whole lot can happen in a year. Pop fads come and go, governments collapse... and Psygnosis release another *F1* game. This time things are different though, for a start Visual Sciences has taken over the programming reigns from Bizarre Creations and the change was instantly recognisable in the review software we received. Now, with the Japanese GP upon us, we'll soon know who is crowned champion... but the beauty is that you'll be able to replay these tense races time and time again with this 1998 update game. A few big questions need answering though: namely is it significantly different? Does is do the sport justice? But more importantly, is it any good? Find out on page 22 right now...

Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

70-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Worth considering.

50-69 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans should check them out though.

30-50 Games that should be avoided by everyone except die-hard fans and masochists.

0-35 Complete tripe. Duly awarded the PLAY Putrid. Be warned, these are games that are liable to induce severe depression!

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

One Player Only
eg *Resident Evil 2*

Multiple Players
eg *ISS Pro '98*

Steering/Analogue
eg *Colin McRae Rally*

Mouse compatible

Uses A Memory Card (for save games)

Split-Screen
eg *Bust-A-Move 2*

Link Cable Compatible
eg *Formula 1*

Light Gun
eg *Time Crisis*

Dual Analogue
eg *Gran Turismo*

ES

The GAMES THAT SHOULD'VE BEEN Time Forgot

You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

PLAY REVIEWS

Nobody does it better: Play reviews are the only place you should turn if you want advice. Never buy a game without seeing what we gave it first.

F1 '98	22
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PARASITE EVE	50
NFL EXTREME	54
BUST-A-GROOVE	56
UNHOLY WAR	58
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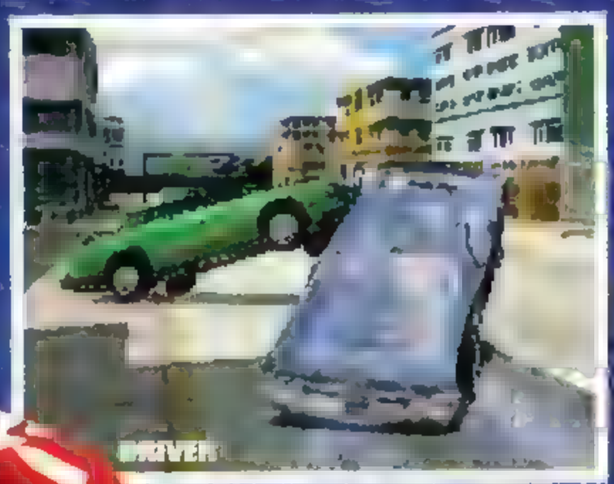
LEGEND	74
MUSIC	76
GHOULS 'N' GHOSTS	78
C&C RETALIATION	80
BIO FREAKS	84
ZERO DIVIDE 2	86
NASCAR '99	88

WORKSTATIONS



You want in-depth features on the latest software? You got it! The latest games exposed...

DRIVER	030
MAX POWER RACING	034
LIBERO GRANDE	038
RAT ATTACK	040
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WIRED UP

ODT	120
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TRIBAL	130
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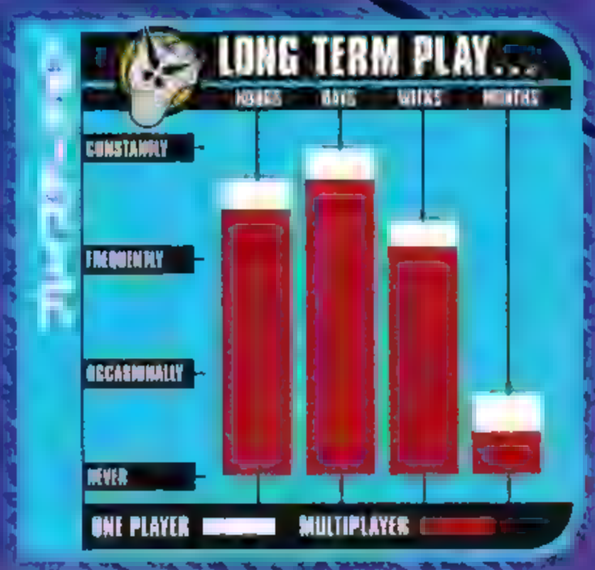
Challenge Box

This designed to show you instantly how long a game will last based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



FORMULA ONE '98

IT LOOKS LIKE THIS SUCCESSFUL SERIES HAS FINALLY COME AN ALMIGHTY CROPPER. IS THERE ANY HOPE AT ALL? THE ROAD AHEAD LOOKS DECIDEDLY BLEAK FOR PSX RACING FANS AROUND THE WORLD...

[ABOVE] It's a dirty job, but somebody's got to do it. It is our sad duty to report to you that *F1 '98* isn't as good as the previous games.

Written By [illegible] NICHOLSON

[Above] Thank heavens, my life has been saved by some keenly placed tyres – or are they discarded loo rolls? Whatever, it's pretty tough to tell the difference in SquashyVision.

[Above] The starting grid is not a safe place for mortal men, this is where the craziest computer opponent antics can often be observed. [Inset] A peculiar rear wheel bouncing problem plagues the race today.

Ugh! Something terrible's happened to the biggest racing license in the world!

Worries were noted when developer of the previous two *F1* games, Bizarre Creations, declined to do a third, and *Formula One '98* was given to Visual Sciences instead – but nobody expected this!

There's just nothing special about *F1 '98* to get you going. No great looks. No silky handling. No innovation. As a result, you can't help but become disinterested alarmingly quickly, which is something that's going to make you feel just awful, having paid a lot of money for it only hours before. The effect is so far reaching that when we wandered into the giant Sega arcade nearby after a couple of hours on *Formula One '98*, we played, and really enjoyed, *Sega Sea Bass Fishing*.

Not what you'd call an encouraging sign of *Formula One's* pulling power. Another example of this was made painfully clear by the way a jostling crowd collected around the re-released *Ghosts & Goblins* while *F1 '98* ambled through its demo sequences untouched. It was quite a different story with the office premieres of *Formula One* and *Formula One '97*, we can tell you.

Where to start? With the all important competition. What has happened with the artificial intelligence is anyone's guess. It seems like someone thought 'AI' meant 'Absolute Insanity', in which case they've done a perfect job with the mentality of your 21 opponent drivers. They'll ram the back of your car as if they bear a deep-rooted grudge. They'll swipe you from the side like you've no right to be on the racing line. If this was the real thing, (which, by the way, it's supposed to be) then so much of the pack would be under bans, suspensions and penalties from the stewards that you could squeak round on a unicycle and win the race. They're such a rough crowd you're frightened to stop in case someone gets a bit peppery and pulls out a socket wrench.

PLAY information

Publisher: Psygnosis
Customer support: 0151 282 3000
Price: £44.99
Release date: November '98

One Player

Multiple Players

Memory Card

Dual Analogue

Split-Screen

Link Cable

[Above] Snap the front wing off for that Sterling Moss appearance. Anything to relieve the boredom...

[Above] Disaster! Somebody's up-ended a crate of Stickle Bricks at the left hander! Hit the brakes!

"There's nothing about this to get you going..."

RACE DAY

The good news is that you don't need to stop that often. Only to pit in, which is another, um, interesting experience. We've been told since the announcement of *Formula One '98* that there would be more realism in the pits with the introduction of a motion-captured pit crew attending to your car. Unfortunately the team of *Tekken*-quality professionals you are expecting have been kidnapped and replaced by a bunch of cardboard cripples. Your car will often go straight through the first guy, but don't worry, he doesn't flinch. Next, the rigid props surrounding you lean in slightly – oh, they're men. They lean back. The person standing in front, who must be on wheels, is towed off to the side by an unseen force and the pit stop

[Above] The other drivers will come at you as if it were stock cars you were driving around instead of flimsy 200-plus miles per hour racing machines. [Inset] You can still blunder through some chicanes to win.

[Above] Another heavy braking driver, another lost front wing.

is over. You never even see the tyres come off or the fuel line attached to your car.

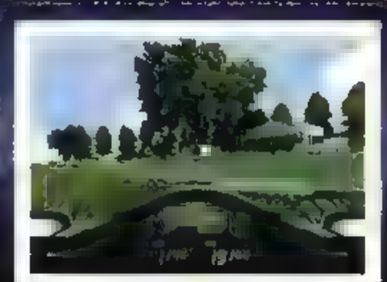
In fact the graphics tend to be worse the whole way through. The track surface near your car warps badly, producing a distracting saw-tooth effect, and entire hillsides and buildings toggle on and off like street lights when their bulbs are failing. Sometimes it takes so long for the coming track to be drawn that you become concerned about where you're going to drive next, and there's a horrible effect that plagues the other cars. If there are too many cars on screen, several of them are simplified to a state you would not believe unless you saw it – they turn into big ugly bricks of colour that don't resemble cars at all. See the box for a close look.

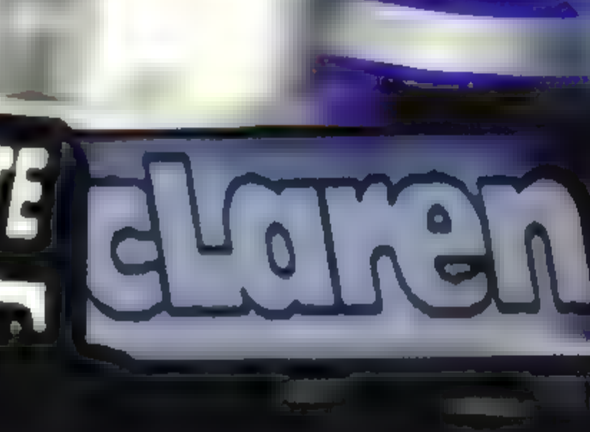
TRACKSIDE DISASTER

Even the sound has been screwed up, which is hard to believe on a game of such prestigious profile. As the engine sounds were heavily drowning out the famous eccentric wibblings of racing relic Murray Walker, we went into the options and boosted the individual sound level for the commentary. What happened next was surprising, to put it mildly. Murray's voice went all fuzzy and distorted, like the poor old chap had suddenly been given a tracheotomy during the short intermission while the game was paused.

Setting the volume high enough to hear what's really

[Above] Once damaged, take your revenge by blocking everyone.





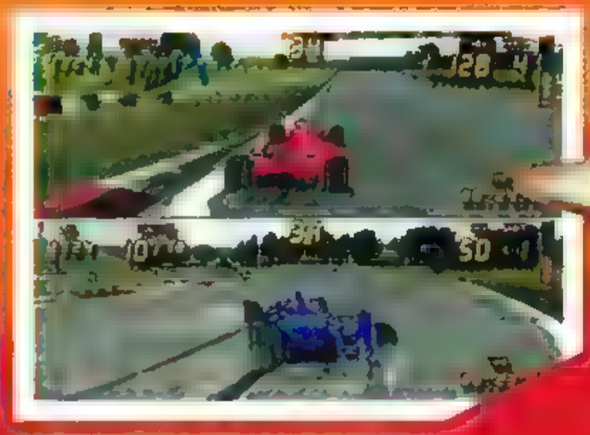
[Above] Be ready to take evasive action to get away from those berserk opponents. They'll kill ya.

[Above] Craving realistic Formula One action, you enable the damage option, but the other cars will give you such a sound beating that you just have to get used to your motor looking like this and losing all downforce.

BLOCKHEADS

Are these crude re-dated cars in full technicolor? What happened, guys?

[Above] You and a friend against eight CPU drivers – not as much fun as a proper championship would be.



[Above] It's like Indycar with this huge pack and embanked corners, but with much worse commentary. [Inset] With this car, how can you lose? Who cares?

"Whatever car you select, handling is very poor..."

[Above] It would be sorely frowned upon by any real fan of Formula One racing, but we honestly had more fun powersliding around like mad fools than driving 'properly.'

being said by Murray and Martin turns out to be a bad idea anyway – the two of them babble utter nonsense this time as if they've discarded their headphones in favour of a couple of blindfolds. Martin chips in with nonsense about spinning the car being down to nothing but careless driving, when it's quite obvious to the rest of us that the lack of a front right wheel is probably to blame. Then Murray will usually offer a statement that's so late it must have been sent in the post.

To top it all, the guys in the pit are no better – "You've done it!" they'll yell excitedly in your radio headset as you tremble across the finish line minutes after everyone else. You can turn these incoherent twits off, but the fact that the sound is in such a bad state is indicative of what has become of the whole game.

ENGINE FIRE

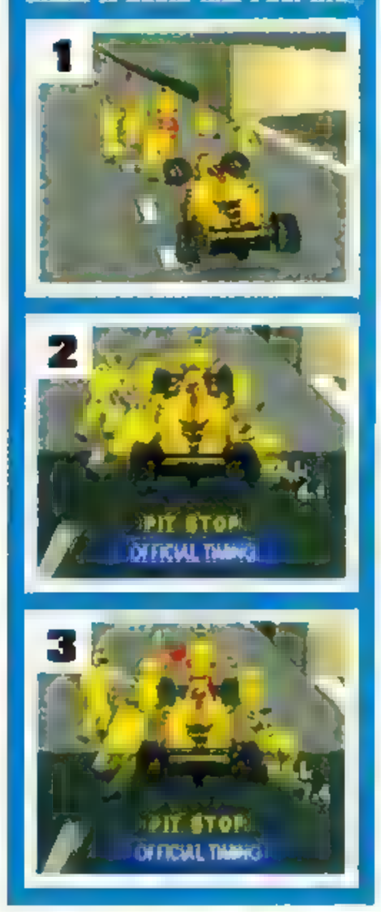
Details could be forgiven if *Formula One '98* gave you the race of your life, but the gameplay has not been entirely spared either. For a start, your car is inexplicably much faster than everybody else's. On any straight section of any track, you can overtake an unrealistically large number of cars with ease. When it comes to the corners most of the pack slow down much more than they have to, creating a huge blockage that is practically impossible to get by without smashing something important off the car. Regardless of what team or driver you select from the entire official 1998 list, handling is aggravatingly poor. It's just such damned hard work to make the things turn. Heavy braking is needed,

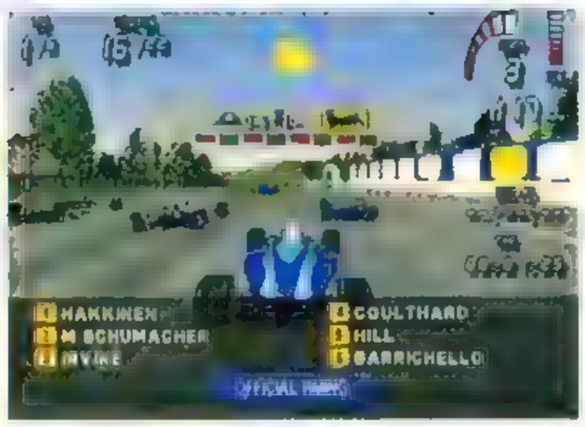
[Above] See? Absolutely flaming mad they are. Just trying to get started in *F1 '98* is like trying to get out of the Asda car park behind some dizzy bird in a Clio. Not a great laugh.

[Above] You can watch the front wheels as you wrestle with the thumb stick on the Dual Shock pad and despair at how little they swivel either way. [Inset] This is it – brake hard, turn early, slide sideways around the bend!

IT'S A PIT-TY

Spot the difference between 2 and 3 to see the incredible motion captured leaning animation. The little chaps make it seem like real life.





"Someone thought 'AI' meant Absolute Insanity!"

but try to open up on the exit of a bend and the steering locks up again, forcing you towards the gravel trap rather than the open road. Couple this with the death wish drivers you are up against and it all becomes rather frustrating.

Arcade mode simplifies things for you a bit and leads to a more carefree race, but do you really want to play for bursts of extra time upon reaching each checkpoint? There is a heap of games that do the arcade racing thing much better – you buy F1 games for the simulation. Yet we found on repeated occasions that intentionally ripping off both wings and using long powerslides to glide around corners was the only way to squeeze enough manoeuvrability out of the car on Simulation mode! What complete madness.

[Above] Even with no front wheels, the commentators will pretend they don't know what's wrong with you.

FUEL LEAK

In terms of options, *F1 '98* has been well catered for. There are screens full of them. There's even a special 16:9 screen mode that is vertically stretched so it only looks right on the intended widescreen TV, as well as the usual stuff to do with damage and weather. You can play split-screen, link-up, or both at once to allow four-player action, but these modes only provide short-term fun because you are prevented from competing in a championship in any multiplayer configuration. It's single races only, which is a massive missed opportunity.

So what are you to do for a bit of Formula One frolicking this year? The answer is sad but simple – play either of the previous games. In both cases the looks were better and the control is just streets ahead of this. The sheer wealth of options and features indicate that they tried ever so hard, but that's no reason for us to put up with bad simulation, suicidal opponents and real glaring graphical problems from shoe box cars to the 'Paper Pit Crew.' Come back Bizarre Creations, all is forgiven!

[Above] Of course it is more fun to go up against a human opponent, but be sure to reduce the default number of 24 laps or you'll be bored to tears, on split-screen or link-up mode.

PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●●○○○○○○
MURRAYS	●●●●●●●●●○

68%

Enormously disappointing – get *F1 '97* instead!

Alternatively:
Formula One '97 90%
Formula One 84%

APOCALYPSE™

FRIDAY 13TH NOVEMBER

"...the most frantic, explosive, 3D engrossing environment game in the world."
- Official PlayStation Magazine

ACTIVISION

PSYGNOSIS
VS
PlayStation
RULE 106

Formula One '98 Rules. OFFICIAL.
FIA
WORLD
FORMULA 1 98
OFFICIALLY LICENSED GAME

Written By TOM SARGENT

- Publisher: TBA
- Developer: Reflections
- % Complete: 80%
- Exp. Release Date: March '99
- Origin: UK
- No. of Players: 1

EVER FELT LIKE TAKING PART IN ONE OF THOSE RIP-ROARING CAR CHASES FROM BULLITT OR THE DUKES OF HAZARD? THEN YOU MAY WANT TO LOOK AT WHAT REFLECTIONS HAS GOT LOCKED IN THE BOOT.

DRIVER

[Above] As you screech to a halt the car lurches forward on its soft suspension. Cars handle with real physics. Therefore high velocity + rapidly approaching street sign = big 'V' in bonnet! A lesson to us all.

The Italian Job, *Smokey and the Bandit*, *The A-Team* and *Herbie Goes Bananas* (no, on second thoughts, delete the last one). What have they all got in common? Apart from ageing actors wearing toupees, trying to be funny. Hair-raising car chases containing impossible jumps and police cars who always end up in ditches, of course. Everyone and their mother loves 'em and the PlayStation's had some of it's finest hours with driving games from the year dot. Do we really need another one so soon after *Gran Turismo*, *Colin McRae Rally* and the forthcoming *TOCA 2*? Er, yes we do. Like copious amounts of lager, take-away food and dizzy models with gigantic breasts, you can't get enough of a good thing. And *Driver* certainly looks as though it'll be up there with the best of them for a couple of reasons.

[Above] We just can't help hitting solid objects for fun.

PULL UP TO...

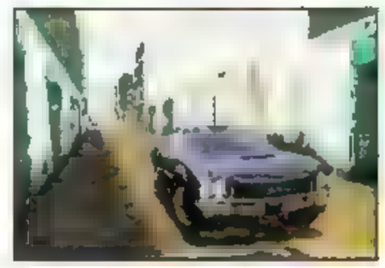
First and foremost, the idea behind it is fresher than newly-baked bread and second, it looks fantastic. This is hardly surprising as Newcastle-based Reflections has been churning out interactive entertainment for nigh on fifteen years and relishing in critical acclaim from a string of motor sports titles such as the million-selling smash hits *Destruction Derby 1* and *2*. In *Driver*, the player will play a getaway driver tearing up the tarmac through an accurately-mapped urban landscape. Free to drive wherever you choose – be it narrow, rubbish-strewn streets that only just accommodate your car, pavements, across parks full of pedestrians, anywhere.

What's more astonishing, everyone will adhere to the rules of the road, keeping well within the speed limit, stopping at red lights and avoiding contact with passers-by as they go about their law-abiding, pixelated business on the pavements and so on. That is until you hand-brake turn onto the scene, wreaking havoc at every opportunity in one of those huge American muscle cars. Without sounding too sick, this appeals to us. Violent behaviour on the PlayStation highways and byways always hits the spot. But will the emphasis be put on realistic car handling, or fast-paced arcade action?

"Although the game uses real physics, the controls are simple and very much in the style of an arcade game using just left, right, accelerate and brake/reverse."

Driver uses real physics for all aspects of car handling including all of the crunching collisions, but the most successful games always balance realism with fun without turning the whole shebang into a tiresome simulation. In other words it'll handle beautifully, but won't leave players' fingers in knots as they attempt to change gear.

[Above] "In a moment, I'm going to ask you to stop..."



Driver was designed to create the closest thing possible to a film car chase on PSX...

HUGGY BEAR

Soft suspension allows for wild, tail out and tyre-squealing slides. The driver can handbrake turn (through 180 degrees) and also spin the rear wheels for a drag-style burn out! This is going to be pure *Starsky and Hutch*.

Moving along swiftly, a few unscrupulous individuals have likened

TAKE A SPIN

Flip, spin and role your muscle car in classic A-Team fashion.

[Above] After 'persuading' the rozzer that maybe he should give up the chase, you can get about your business.

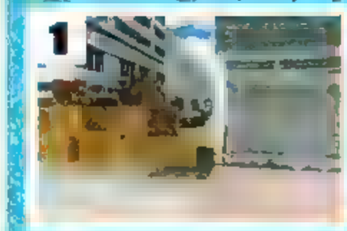
[Above] Looking more like a crushed Coke can, cars take damage adding to the driving experience. You'll have total freedom to drive wherever you please, even if it means smashing into law-abiding citizens...

SOFTOGRAPHY

DESTRUCTION DERBY
DESTRUCTION DERBY 2

BOXING SHY

There's a neatly stacked pile of boxes which are blocking your way through the alleyway. So you're going to stop and remove them one by one, right?



1 "I'll just pull up and move them tidily out of the way."

2 "That's not the brake!"

3 "Oh No, look what I've done and done..."

4 "Never mind, pedal to the metal and all that..."

[Above] If we didn't know better, these cars could be having an intimate relationship. But that would be silly.

Driver to *Grand Theft Auto* in 3-D. Seeing as though it was in production about a year before any press on *GTA* was announced, it's easy to see why the team are tearing their hair out.

"Initially, from press releases alone it was probably understandable, but those who have played it [we have] no longer make this comparison. *Driver* was designed to create the closest thing possible to a film car chase on PSX."

Extensive work has been lavished on each of the cities. There are four in total – New York, Miami, San Francisco and Los Angles – and two of the artists dutifully travelled to each of the cities feverishly collecting hours of digital footage and thousands of photographs. Talk about thorough! The programmers wrote custom routines to allow the texturing and placing of buildings and road sections and this was used together with the help of standard road maps, to lay out the 150,000 (count 'em) buildings within each city.

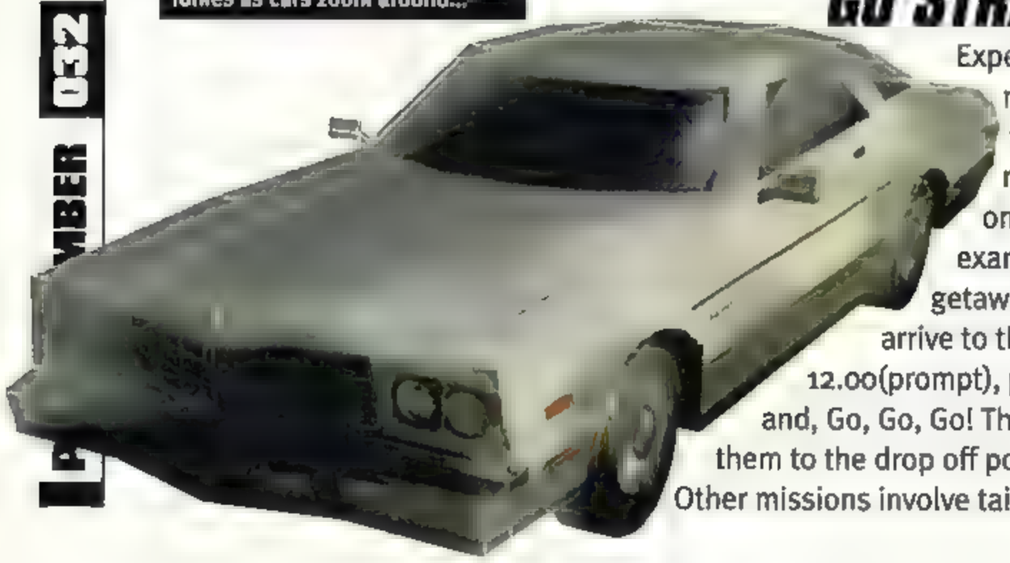
"The roads are pretty much in their real positions, as are most of the key buildings, but with a fair degree of 'artistic licence'."

[Above] You can almost feel the whip-lash as you hit the cop car.

The driver can handbrake turn (for 180's) and spin the rear wheels for burn outs!

[Above] You can even see exhaust fumes as cars zoom around...

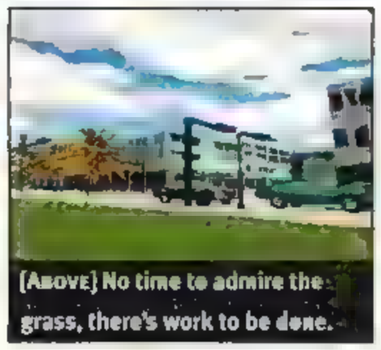
GO STRAIGHT!



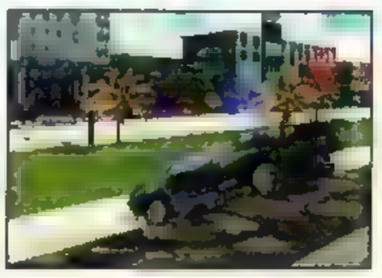
Expect tons of missions, some of which can be returned to later on. One simple example is a bank getaway job, where you arrive to the bank at 12.00(prompt), pick up the hoods and, Go, Go, Go! The aim is to deliver them to the drop off point and get paid. Other missions involve tailing local mob members, while remaining unseen, to find out their crooked intentions.

Driver is really looking the part – any game that allows you drive like Burt Reynolds or any one of the 'zany' cast from the *Cannonball Run* flicks can't be a bad thing. The cities look fantastic, the concept inspired and the handling of the cars nigh on perfect. It's culminating in a game that should turn out to be one of the most addictive racers we've seen in a long time, so buckle-up for our hot preview in a month or so.

[Above] All of the city landmarks are in place and allegedly mimic the real ones almost to a tee. After countless hours of video footage and photography, we're inclined to believe that it's accurate!



[Above] No time to admire the grass, there's work to be done.



[Above] Blazing beams light up the sky like a scene from *Close Encounters*. This effect is superb (and real-time, naturally) and promise that *Driver's* going to at least look a million dollars...

COLONY WARS

VENGEANCE

PSYGNOSIS PRESENTS THE DEFINITIVE SCI-FI COMBAT GAME, IN ASSOCIATION WITH EPIC, CINEMATIC SEQUENCES, DOZENS OF MISSIONS AND A DARK, TWISTING PLOT, STARRING SHEDLOADS OF SERIOUS FIREPOWER AND CO-STARRING AN ARRAY OF COMBAT SPACE CRAFT. DIRECTED BY YOU OVER 5 VAST SOLAR SYSTEMS AND PLANETS AS YOU FIGHT FOR FREEDOM. VENGEANCE IS SWEET.

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MAX POWER R

THE RACING SCENE IS GOING STRONGER THAN EVER POST GRAN TURISMO, AND THIS IS ONE GAME THAT SERIOUSLY PLANS TO OUT DRIVE THE SONY CLASSIC.

Written By GRAEME NICHOLSON

A flat out battle

Blueprint

- Publisher: Infogrames
- Developer: Eutechnyx
- % Complete: 70%
- Exp. Release Date: Dec '98
- Origin: UK
- No. of Players: 1-2

SOFTOGRAPHY

TOTAL DRIVIN'

[ABOVE] Professional replays give MPR that *Gran Turismo* touch.

between the manufacturers of powerful production cars. Sound like a winner to you? UK-based developer Eutechnyx is working on the great-looking *Max Power Racing* (formerly *Car Constructors Championship* or *C3 Racing*, see Wired last issue) which promises a gruelling test of officially licensed cars that will take you all over the world. The tasty screenshots speak for themselves, but we stole a few moments from the busy schedule of Eutechnyx's own Kev Shaw and drilled him for any and all information available.

First off we wanted to know how they got all those official licenses from big companies. It can't have been easy. Were there any cars they just couldn't include?

"When we approached the manufacturers, we made it very clear that we wanted to produce the most accurate representation of their cars possible. For example, one of the things we did was take all of the cars of similar performance and place them in their own bands, so we didn't have say, a GTi taking on a top of the range performance car. This meant that the representations of the cars was as accurate as possible and I think this helped the manufacturers see we were very committed to presenting their cars in the best possible way.

[ABOVE] What was missing from *Gran Turismo*? Proper damage and crashes. *MPR* has all that and more, apparently, and it's hard to argue when you have evidence like this extraordinary screenshot.

"During development, we looked at a few other cars that didn't make it into the final game. Some, for example, are fantastic looking cars but when you see them reproduced as polygon models, they just look 'wrong'. There were also one or two that were involved in exclusive deals with other companies, so we couldn't include them."

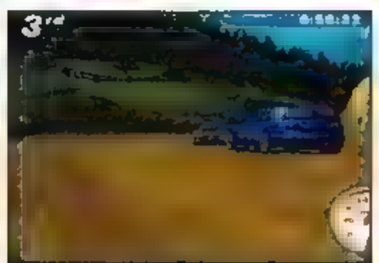
RED CALLIPERS

With rumours of great customisation elements, and in light of *Gran Turismo's* excellent tuning capabilities, we wanted to know what exactly you can do to your chosen car. "Well, there are over 20 variables that can be adjusted, including Steering Aggression, Gear Ratios, Front and Rear Downforce, Braking Aggression and so on. I could give you a full list, but we're getting into Scary Petrol-Head Country then!

"Before each race, the player can go to the Test Track which is a track that features skidpans,

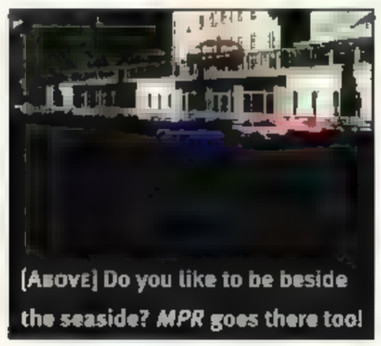
[ABOVE] Such is the sophistication of the graduated damage system, you can break individual panes of glass around the car, as well as headlights and various performance-vital body panels. Super.

[ABOVE] What we really want to do is try *Max Power Racing* in two-player mode. *Total Drivin'* even went up to four players...



[ABOVE] The nose camera view makes it all seem that bit faster.

RACING


[Above] Do you like to be beside the seaside? *MPR* goes there too!

[Above] Coo, new headlight effect.

tarmac roads, straights and bends, off-road sections and so on and give the car a good work out to see how his adjustments will affect the car's performance before the race. If he's unhappy with how the car is set up, he can change it, then continue testing until the car's at optimum performance."

One of the claims being made about *Max Power Racing's* new game engine is that you, as a player of the game, will not experience scenery popping up in the distance. "Zero pop-up" they're saying. We asked Kev how they managed such a feat.

"We have a routine called 'Fiddler' which we use to draw the track. What we do is work out what the player would be able to see at any given point during the game then create files that store this information. Anything that doesn't need to be drawn (meaning anything which can't be seen by the player) isn't!"

"When you play GT, you probably spend more time in a management role than you do driving..." Kev Shaw Eutechnyx

SPORTS GEAR SHIFT

Well that doesn't sound so complicated. What many games have never got right is damage that noticeably affects handling – *Gran Turismo* didn't have it. How does this work in *Max Power Racing*?

"One of the most obvious things you can do when you damage the cars is smash your headlights so they stop working! But yes, the damage affects other aspects of the car. For example, the top speed is affected if you ruin your aerodynamics. Damage your suspension and the chassis will scrape the ground, slowing you down and so on. We've introduced a system of incremental damage so the more you crash, the worse your car becomes.

"When we were discussing the damage with the manufacturers, we were very aware of their concerns about car safety and so on, so what we've done is designed a system whereby you're penalised for driving recklessly but not to the extreme you would be if

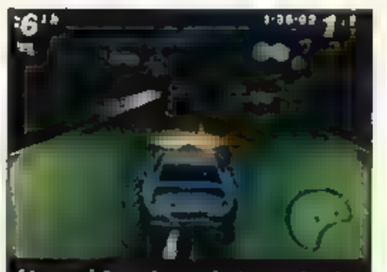
[Above] The hot hatches have that black film on the windows that boy racers seem to enjoy. Perhaps a bonus option could be included to allow the attachment of neon lights and bass boxes.

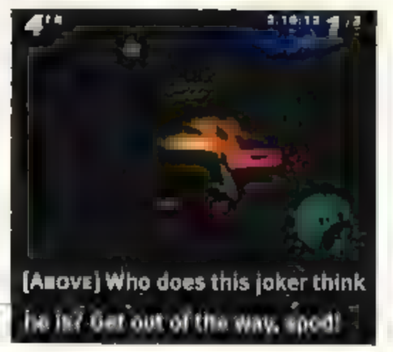
[Above] We like Supras. Lots. Especially in gun metal grey. The prospect of driving and smashing this one is very appealing.

[Above] Traces of *Sega Rally*? Looks good to us, anyway!

[Above] Mud can get torn up from the track and stick on your car.

[Above] The mist and fog effects are extremely realistic in *MPR*.

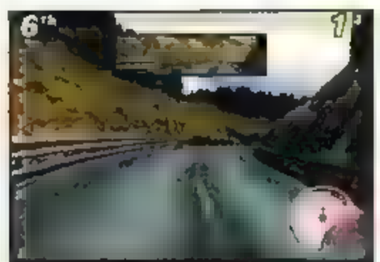

[Above] Spooky and atmospheric night stages are plentiful in *MPR*.


[Above] Who does this joker think he is? Get out of the way, spod!

[Above] Just because we don't know if you can get over the edge like in *Total Drivin'*, it won't stop us from trying!

[Above] The hazard of all this glamorous canyon-pit racing is that it's all too easy to be shunted into the side and leave half your car behind! Just as well there are plenty of open-sided tracks too then.

[Above] Luckily for the other car manufacturers, the grouping in *Max Power Racing* prevents cars such as normal hatchbacks going up against Toyota's mighty customised Supra.


[Above] There's nothing like the open road. Except this, obviously.

you crashed like that in real life – it wouldn't be much of a game if you were out of the race because you clipped a tree!"

WHINING TURBO

Sounds superb so far, right? But with both games being along similar lines, we couldn't help but ask how Eutechnyx thought *MPR* would appeal to people who are already in love with *Gran Turismo*.

"The difference between *Max Power Racing* and *Gran Turismo* is that we've concentrated on the racing aspect of the game. When you play *GT*, you probably spend more time in a management role than you do driving, which is absorbing but isn't as exciting as the racing aspect of the game. Although you can tinker with your car for hours in *Max Power Racing*, we've kept the main focus of the game on the racing elements.

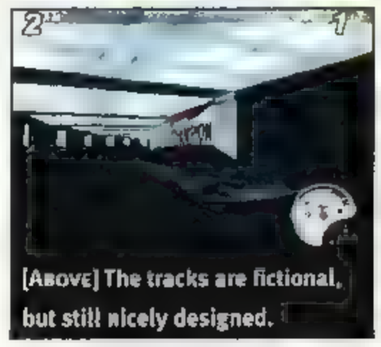
"I've read a lot of comments on what people would like to see in *GT 2* and the things people seem to want most are damage, night-time driving and varied terrain. Well, if you look at *Max Power Racing*, you'll see we have all those features and more."

So we know what sets it apart from *Gran Turismo*. More topically, had the announcement of Namco's *R4* changed the design or release plans for *MPR*?

"No, not at all. The *Ridge/Rage Racer* series are really good arcade games but, I'm sure you'll agree, they're not the most realistic of games. What we're doing with *Max Power Racing* is producing a game that's as immediate and exciting as the *RR* games but with a life-like racing model."

Before we let him go, there was one last thing. What has been the toughest part of completing *Max Power Racing*? "The hardest part has been getting it to handle in a realistic fashion but remain playable and fun. You can go for ultra-ultra-realism in a game, but then you cross that line between it being a fun game and get into the realms of stuffy simulation. We made a decision to keep *Max Power Racing* in the 'Fun Game' camp because we wanted this game to be as enjoyable and exciting as possible."

[Above] Watch out – the damage affects your car's handling!

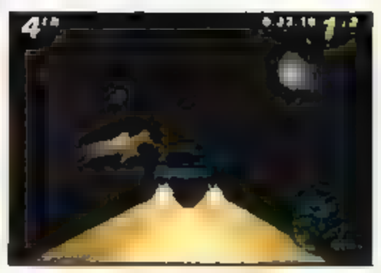

[Above] The tracks are fictional, but still nicely designed.

"People want damage, night driving and varied terrain. If you look at MPR, you'll see we have all this and more!" Kev Shaw

[Above] The glow of the streetlights and the bright headlights give the night-time races a moody and realistic appearance. But where's everyone else gone? You must have overtaken them all. Right?

[Above] Close your eyes. Think back. Did *Gran Turismo's* Supra look as nice and curvy as this fine specimen? Hmmm?

[Above] Ford's smartest new cars are included, like this baby.



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PlayStation
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Features tracks by
Bentley Rhythm Ace
and David Holmes

LIBERO GRANDE

THE PROGRAMMER OF THE COIN-OP IS HARD AT WORK ON A PLAYSTATION CONVERSION, SO WHY DON'T YOU JOIN US FOR A KICK-ABOUT IN SONY'S UNIQUE VISION OF TOTAL FOOTBALL.

As any Sunday league player will reveal, an essential part of weekend training involves a boozy night out on the town followed by a ring-stinging curry the night before the 'big' match. Come the game itself, half the squad proceed to ritually chuck-up, which isn't too bad because the opposition are usually doing the same. The point being, you really have to rely on your sober team mates to see you through the game and this is the defining point of Sony's *Libero Grande*.

It's a football game like no other, where you adopt a specific role playing as an instrumental part of your team, as opposed to swapping control from player to player. In game, the player's position is fixed (right midfield) though you have full freedom on the pitch to run wherever the action is – hence the title '*Libero*'.

GRANDE DAY OUT

To enhance that feeling of immersion, you view the action from a fixed, third-person perspective (slightly above and behind the player) for the duration. Premature criticism aside, it is (initially) an unbelievably-weird system to grasp. So used are we to passing with one player and continuing with another that it takes considerable concentration and trust in fellow players before you relax and begin to concentrate on tactics.

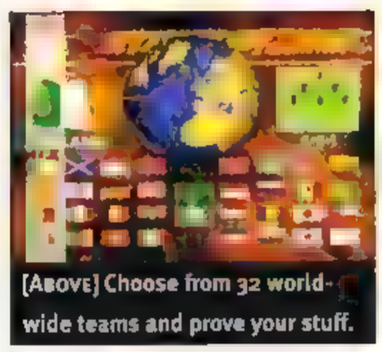
With practice it does work, however. What begins as a farcical alternative to the norm, soon becomes an absorbing and addictive challenge. Work still needs to be done to polish up the 3-D engine – they look rougher than Mickey Rourke, but conceptually it's still sound.

In this new role, players must embrace new strategies and finding themselves adopting to a number of roles. For example, you can become the play-maker, providing chances for other

Blueprint

- Publisher: Sony
- Developer: Namco
- % Complete: 50%
- Exp. Release Date: Dec '98
- Origin: Japan
- No. of Players: 1-2

[Above] Wait until you're next to the player before sliding in...

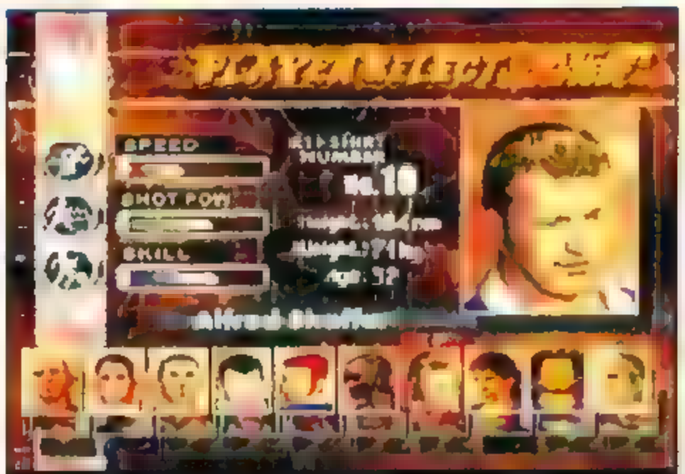


[Above] Choose from 32 world-wide teams and prove your stuff.

[Above] Feeling cocky? Why not try a cheeky back heel. It's easy.

SOFTOGRAPHY

NAMCO SOCCER PRIME GOAL EX
LIBERO GRANDE (COIN-OP)
TOP STRIKER (SUPER NES)



[Above] Select from 20 initial well-known players. Ten more will become available later as you progress through the tournament.

"*Libero Grande* is a definite first, almost as satisfying as devouring a tub of Häagen Dazs"

[Above] It's hard to get right, but the through ball is in there too.

[Above] Adding a touch of swerve can make all the difference.

[Above] Hefty shots can be unleashed from long distances.

players, or run into a position and become the goal-scorer yourself. Either way, this is a definite first and to be frank, almost as satisfying as devouring a giant tub of Häagen Dazs 'Chocolate Vanilla Fudge' ice cream.

Players can look forward to 32 world teams, which isn't bad considering this is a direct port-over from the arcade parent, five-player modes and an initial pick of 20 well known stars – although their names have been changed due to copyright restrictions. For example, any guesses who the Geordie striker, Alfred Schaffer is?

With over 100 different moves available, there's plenty of scope for variety, though only three of the four facia buttons are used. Many of the moves are dependent on your position in relation to the action. For instance, pressing the ● button activates one of nine different outcomes: shoot on target, direct shot, clear ball up-field, volley, bicycle kick, header, diving header, loop shot and cross. In *Libero Grande* it will also be possible to create some sassy combinations by linking specific moves together such as lifting the ball from a standstill for a volley or a header.

[Above] Play alongside another human player and take on the CPU via this handy split-screen setup – it works particularly well already. Now you too can create a telepathic understanding... or not!

[Above] *Libero Grande* will allow you to be a goal scorer or just the provider. You choose, it's that open. It may only be 50 per cent complete, but the seeds have been sown for a truly original challenge.

CHRIS WADDLE

Chris Deering, President of Sony Europe seems happy enough with the way the conversion is being handled by veteran programming duo Yukihiko Yagi (Lead game Designer) and Jun Moriwaki (game designer) by enthusing: "We are very excited by the upcoming launch of *Libero Grande*. Fans of the arcade version will not be disappointed." But what about the non-fans?

Players can get ready to rumble too, happy in the knowledge that the game comes complete a Dual Analogue (Dual shock) option, where every kick, collision and blatant hack will be felt. Exclusive to the PlayStation version, special features and additional modes are being added, these include a World League, where eight teams can compete against each other and Exhibition Mode, where any of the 32 teams can compete in an international friendly.

In the standard Arcade mode, 1-2 players can play in co-operative matches against the computer, or against each other. Unfortunately, there's no four-player option planned, but International Cup mode (World Cup groups and play-offs) and Player Challenge (challenges set to test skill and player control) should more than compensate for the omission of any Multi-Tap mayhem.

Namco, who is responsible for coding *Libero Grande* should be applauded, nay, patted roundly on the back for attempting to further a genre so set in its ways that we were beginning to think that there was nothing new that could possibly be done to further the best digital sport. Will it rise like a salmon or miss by a mile? We'll be the very first to let you know in out in our grand, liberated review next month.

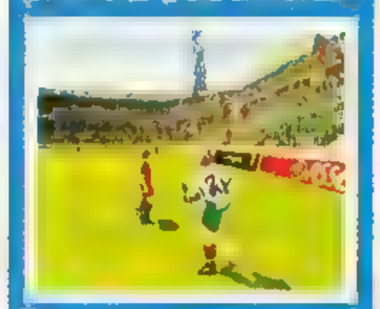
[Above] Turn on a sixpence via the 90° turn. Gets 'em every time.

[Above] There are nearly 100 different thing you can do. Wow!

[Above] Everybody's favourite – the heel flick. Looks great too!

WISH LIST

Five things that Sony must include to sell *Libero Grande* to the masses...



1 Completely smooth and rounded graphics
2 Optimum all-round vision for the players
3 Some team mates who can score as well as you
4 Simple, yet intuitive gameplay that's immediate
5 Four-player Multi-Tap option would work well

RAT ATTACK

THE MOST COLOURFUL PRESS DISK EVER, A FANTASTIC WEB SITE AND A TOTALLY ORIGINAL CONCEPT. LET'S HAVE A SNIFF AT MINDSCAPE'S RAT ATTACK.

Written By TOM SARGENT

Lock up your cheese (and furniture) as one of the most decidedly wacky games to descend on your PlayStation is but a few months away and it's going to knock multiplayer arcade gaming back into orbit. It's a well-worn cliché, but you won't find a lack of creative talent at Pure Entertainment. These boys wouldn't be seen dead producing a racing game or even a beat-'em-up for that matter.

Formed by five developers in April 1996, the company is eager to produce "the most exciting games in the world." Originality is top of the agenda and *Rat Attack*, its latest creation featuring hoards of whisker-twitching rodents in various forms and guises, fits snugly into this category. There are more crazy ideas than the inmates' 'meeting of minds' expo at Bedlam Asylum and it harks back to the good-old-days of gameplay foremost, graphical icing later. The premise of the game revolves around the frisky feline antics of the Scratch Cats and their dedication to the well-being of planet Earth. It's up to you as one of those pumped moggies to battle against total rat domination, manifested in the form of two genetically-altered super space-rats called Washington and Jefferson and their minions.

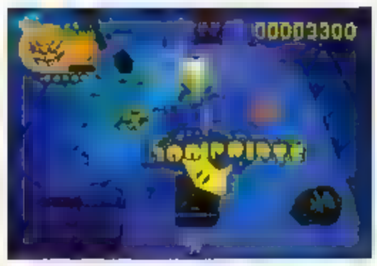
Blueprint

- Publisher: Mindscape
- Developer: Pure Entertainment
- % Complete: 85%
- Exp. Release Date: March '98
- Origin: UK
- No. of Players: 1-4

SOFTOGRAPHY

RESPECT INC
TOTAL NBA '98
PORSCHE CHALLENGE
RAPID RACER
NOVASTORM

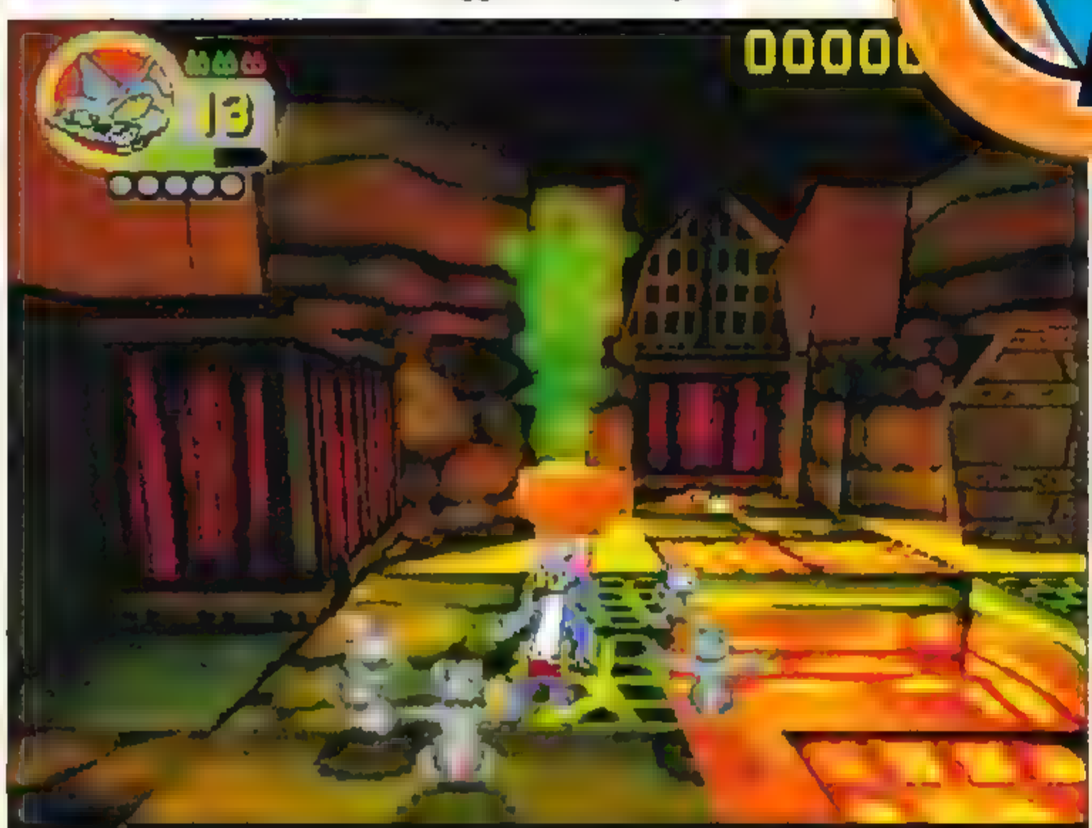
Rat Attack is one of those classics where you shout abuse at your opponents!



[Above] The farther you get, the more hectic the action becomes. Not only do you have to deal with the pesky vermin, but other creatures begin chasing you around the tight enclosures.

GET YER RAT OUT!

The game is played over 50 levels from a top-down, forced perspective and represents pure arcade madness all the way. The only way to describe it is a hectic race to ensnare a set number of rats with the pun-tastic lassoing device called an 'Irraticator' ™ (we laughed and laughed...) which works by clicking and dragging around said rat(s) to trap their skinny derriere's before they destroy all of the scenery. With rat in trap, you must hare off a special *Ghost Buster-type* holding pen, whereby a special pedestal appears when you've collected enough pesky critters. Pure's managing director Harry Holmwood explains:



[Above] Four not-so blind rats surround you. Quickly use your Irraticator and then place them in the storage unit. At its absolute maximum, up to fifty rats could be on screen at once. Eek!

[Above] Locations range from a house, gardens, dungeons and space for the showdown with Washington and Jefferson.

COOL CATS

Top Cat has nothing on these feisty feline fighters. They'll all have their own strong and weak points, dependent on speed or the size of the Irraticator.

BOBCAT

SHADOW

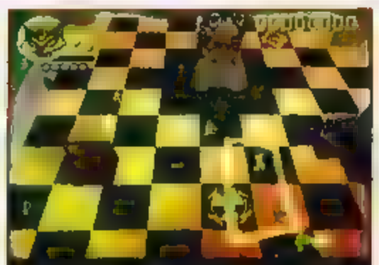
MAX JINX

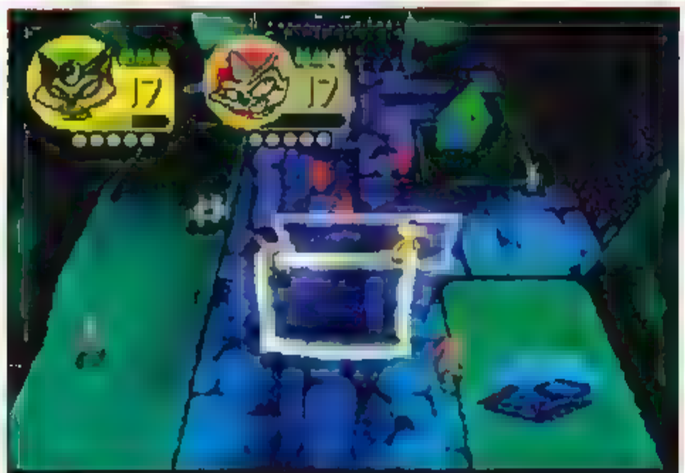
MUFFY DUPONT

SMOKEY

PEARL

SPARKY


[Above] Simply click and drag to surround a rat. It's ever-so simple!


[Above] When there's more than one of you playing, it's a cat fight to see who can grab the most rats in the quickest time.

"Basically *Rat Attack* is fast, different, four-player and brilliant fun!"

Ah, yes the four-player bit. It all seems pedestrian enough in one-player mode – that is until you reach the third stage levels, where the heat is turned up. But it's when you're rubbing shoulders with one, two or even three chums via a Multi-Tap that the true insanity and confusion tests the most calculating minds as you try, frantically, to pick out your colour-coded rats amidst a pack of others. After playing for a few minutes, it's easy to see where the game's influences lie:

"I wanted to recreate that feeling of adrenaline and excitement I used to get when I played games back in the Eighties. We've combined the frantic action of those titles with the depth and variety expected from the best of today's games."

RAT IN ME KITCHEN...

Dirty, slimy, nasty little things. Not the best living in Tom's T-Fronts, but your enemies, the rats, in their numerous guises.

DEVIL RAT KEEP YEE DISTANCE FROM THESE HORNED RODENTS

GENIUS HUGE BRAINS WITH THE ABILITY TO LEVITATE AND MOVE OBJECTS

JELLY RAT SWIPE AT 'EM AND THEY JUST DIVIDE AND CARRY ON

MOUTH RAT EXTRA CHOMPING ABILITY

VAMPIRE RAT INVINCIBLE AND DESTROYS OBJECTS QUICKLY

BAT RAT DON'T GET IN A FLAP WITH THESE BEGGARS

RAT TRAP

It all runs at a stonking 60 frames-per-second in one of the PlayStation's high-res modes and the use of colour is stunning (in a retro kind of way) throughout. What makes the game different from anything else out there on any platform is that it's going to be unique. Unique and fun from the outset.

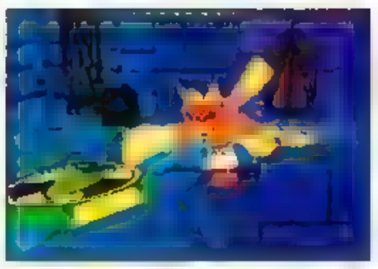
"At the same time, it eases you in gently – it's not a difficult game to get to grips with, but there are many features, skills and tactics to develop. As a multiplayer game, it's one of those classics where you end up shouting abuse at your opponents as they get one over on you!"

As we mentioned earlier, rats come in many shapes and forms including standard grunt, genetic blueprint (put an opponent's rat through a duplicator to create two which will chase him and do double the damage), jelly (swipe them and they split in two), vampire, super-brain (levitates pieces of scenery with touching, thus causing instantaneous damage from a distance). In some levels Bennett the dog, will put in an appearance and the rats will try every AI trick to wake him up so that he chases you. All this and a host of other finely-honed gameplay elements – the likes of which we haven't seen since Bub and Bob's platform antics in *Bubble Bobble*. *Rat Attack*, crammed with special multiplayer arena's, secret levels and characters, could well be the most original and frustratingly-addictive titles to emerge this year... ever, in fact. We'll divulge more titbits on this 'tail of two ETs' in a preview soon.

[Above] Jelly Rats. These slippery customers keep on multiplying the more you chop them up. Jump on them three times to finally blow them to Jelly heaven. They're so cute though, it's almost distressing.

"Rat Attack is fast, different, four player and brilliant fun!" Harry Holmwood, Pure

[Above] You can capture groups of rats to stop them eating furniture!



[Above] We've never played a game that's so frantic. In the four-player mode it's utter madness as you try to find your colour-coded rats, and inevitably, there's plenty of friendly punching off-screen!

FIFA '99

THE WORLD CUP'S BEEN AND GONE, BUT DO YOU THINK THAT EA GIVES A RAT'S ASS? NO SIREE. FIFA '99 IS LIMBERING UP NICELY AND LOOKING HOT.

Written By TOM SARGENT

It's easy to be cynical about EA's footie games – they have, up until recently, been bloody awful – carried along and up the charts on a wave of hype and power marketing usually reserved for a Hollywood blockbusters.

The coders at EA don't sleep though, and work is already nearing completion on what looks like being the greatest *FIFA* game ever. '*Road to...*' and *World Cup '98* were both commendable titles and were well received by the press and punters alike. Evidence, at long last, that EA is finally pulling its finger out and concentrating more on playability as opposed to a flashy front end. Readers who remember the review of *World Cup '98* will recount that many of the criticisms were addressed, but it didn't quite reach the heady heights of the PLAY Classic, because the smooth gameplay wasn't quite there.

Stats

- Publisher: Electronic Arts
- Developer: In house
- % Complete: 80%
- Exp. Release Date: Nov '98
- Origin: US
- No. of Players: 1-8

SOFTOGRAPHY

FIFA: RTWC '98
WORLD CUP '98

[ABOVE] New chest trapping allows players more control over high balls. You can shield it from perusing defenders too.

NEXT GENERATION

How's it shaping up and what else can possibly be done to a game that's claimed, on numerous occasions, to be 'the definitive package'?

Well, for starters, *FIFA '99* revolves around 12 domestic leagues and 220 club teams spanning England, France, Italy, Germany, USA and countless others. Although players can still pick international teams, the emphasis is geared

[ABOVE] You now have complete control in the air with bicycle kicks, volleys, headers and scissor kicks. We're pretty sure Alan Shearer can't jump this high normally. Maybe it's the vitamin injections?

[ABOVE] Players will look better than ever thanks to real-time lighting, increased shading and new strips. Multiple camera views will ensure that you enjoy the best moments over and over.

[Above] The game's AI will deliver better support for more realistic wing play and grittier tackling. The animation looks fantastic (as always) but will it replicate the smooth feel of *World League Soccer*?

FIFA GOALS

If FIFA '99 can achieve most or all of the following attributes, there's no reason why we shouldn't splash out again this Christmas.

1 Improved frame rate for quicker, smoother graphics
2 Instantaneous responses from players for passing, kicking, etc
3 Improved goal-keeper AI
4 Customisable leagues and cups
5 Accurate and entertaining commentary

[Above] Players exhibit an impressive array of animations...

[Above] Cups and tournaments can now be created and tailored to your own design.

toward a Full Season mode, where you're able to take a team to the lofty heights of Championship glory or get a vote of confidence from the board as you sit simpering at the bottom of the league ready for the drop.

Finally, custom leagues and cups from 2-24 clubs or international squads can be created, so playing for the 'Sweaty Nads Cup' or something slightly less juvenile should become a reality and only a few button presses away. Although it remains only a pipe dream for a few wealthy clubs, EA appears to be pushing the boat along with the inclusion of its own version of the breakaway European Super League, called the European Dream League. Here, you will be able to see one of 19 beautifully rendered European Stadiums (Elland Road had better be in there, or there'll be hell to pay). New EA cups are included too for the less aspiring armchair enthusiasts.

ONION BAG

New game modes include a Quickstart menu that ushers novices and pros alike straight into the action within two clicks, Golden Goal mode and Dual Shock support – feel those bone-crunching, erm, rumbles.

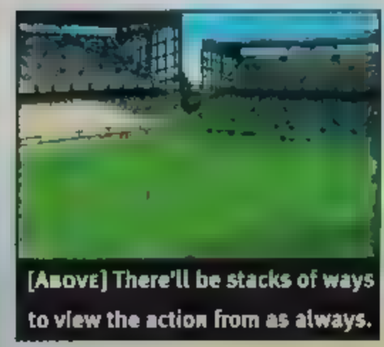
What really concerns us is how it will play and what the programmers have done to make the game smoother. A faster frame rate has been promised, incorporating five different speeds and there'll be faster player acceleration enabling

[Above] New player fakes, dummies and skill moves allow you to beat your opponent in more ways than previously seen.

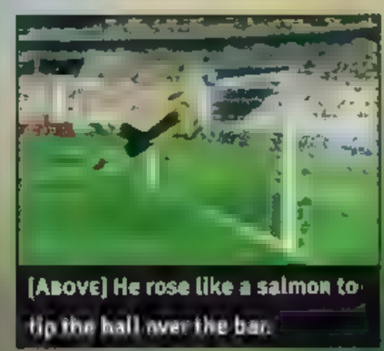
[Above] You'll be able to stick your toe out and nip in just before the 'keeper gets wind. See the way he's looking on in horror!

players to skip away from tackles like Andy Pandy. Where previously you had to wait for a motion capture to finish an entire animation before activating another, new instant responses to player commands now mean pinpoint passing, shots and dribbling can be delivered. Semi-automatic goalies will allow you to act early and rush out to grab the ball ahead of oncoming strikers, instead of being reliant on the CPU.

Different player heights probably won't make a lot of difference, neither will real-time lighting



[Above] There'll be stacks of ways to view the action from as always.



[Above] He rose like a salmon to tip the ball over the bar.

250 European teams deliver the passion and excellence of club football from around the world...

and increased shading effects in the grand scheme of things, but if the speed and fluidity can co-exist alongside peripheral trimmings, who's complaining?

Of course, there'll be new player fakes along with a new chest trapping move which allows players more control over air balls. This means that from a goalkick, you have more control and also be able to shield the ball from defenders' attacks.

Come Christmas, will *FIFA '99* be reserving another place at the number one hotel? We might have a better idea in our full preview next month. I'm not really a betting man and I love my Gran, but there's a strong chance that I'd wager her on it claiming the premiere spot... again.

[Above] We've come to expect wonders in the graphics from EA Sports games and *FIFA '99* is no different. Let's just hope it all runs smoothly. With graphics like these, it could be a blinder!

SPYRO THE DRAGON

DRAGONS HAVE ALWAYS HAD A ROUGH RIDE SINCE ST GEORGE STUCK HIS LANCE IN ONE. BUT NOW SPYRO IS HERE TO CHANGE ALL THAT...

Written By RYAN BUTT

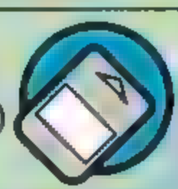
What a little stunner! If *Metal Gear Solid* impressed last month with its technical brilliance, *Spyro The Dragon*, Sony's battering ram for the Christmas thrust, impresses on a straightforward graphical plain. There's no two ways about it, this game is one of the most graphically brilliant and visually polished products to grace the PlayStation. Which isn't bad for a game featuring a poncey dragon!

The game is a straightforward platform affair that emulates *Mario 64* and steals from a few other platform greats along the way. You step into the camp little trotters of Spyro, a young dragon who has become separated from his immense clan of wise old fire-breathers. This is just as well really because all 80 of Spyro's family were incarcerated in ice whilst the frisky, horned youngster frolicked – the culprit, one Gnasty Gnorc. This malicious goblin geezer took it upon himself to rid the six dragon worlds of inhabitants and appoint himself as dictator, installing his own fanged cohorts.

PLAY information

Publisher: Sony
Customer support: 0171 505505
Price: £39.99
Release date: Out now

ONE PLAYER



MEMORY CARD

DUAL ANALOGUE

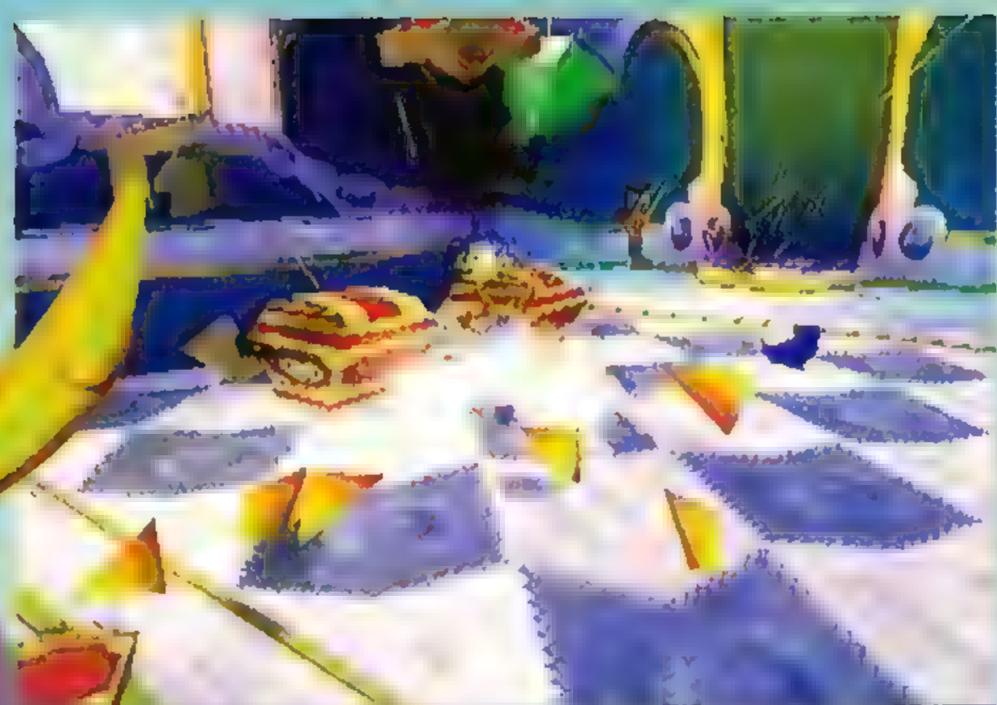
[ABOVE] All was fine in dragon-land before Spyro's family was incarcerated in ice by Gnasty Gnorc.

DRAGON BREATH

Spyro must not only defrost his relatives, but also retrieve the dragon treasure that was stolen by the enemy. And so a typical platform adventure begins as Spyro

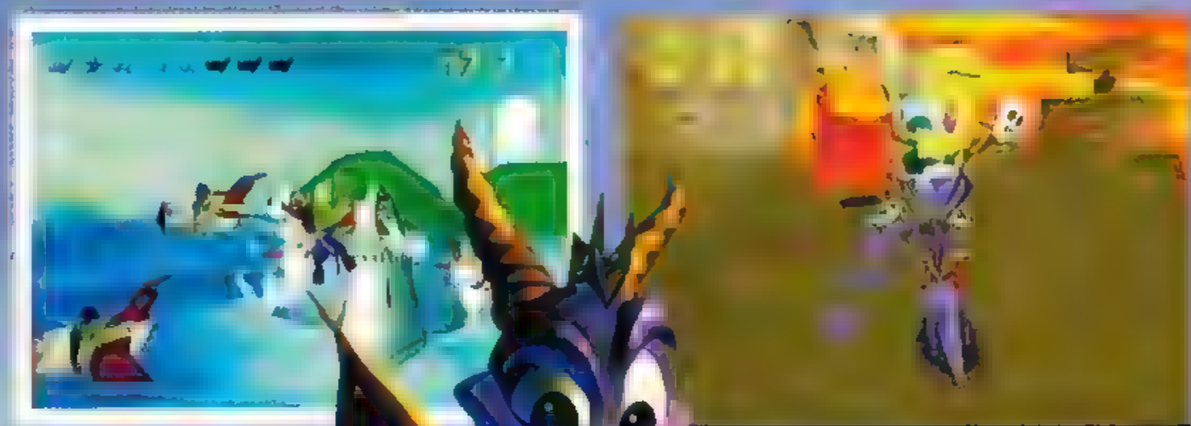
[ABOVE] The huge bulky guards taunted Spyro in Medieval ways: "Scaredy cat, scaredy cat, what dost thou think thou art looking at!" It's more than a fragile dragon can take!

[ABOVE] Spyro's in for a right treat if he finds the Fire Fairies! These hovering maidens will plant a scorching smacker on the dragon's lips, causing him to blush and turn red. This also enhances the power of his flames.

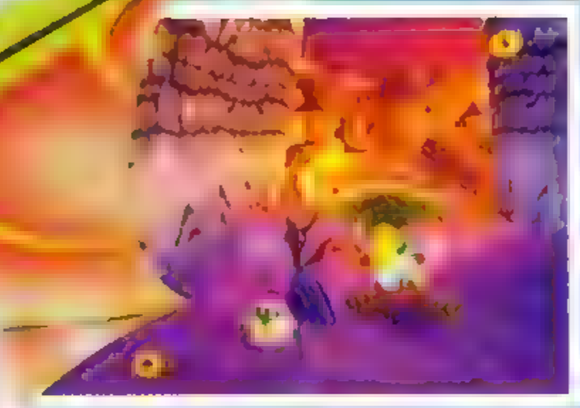


[Above] Obscured by the smoke from his own fiery breath, Spyro torches the chests, revealing treasure that must all be collected if the game is to be completed properly.

[Above] Oops! Has Spyro come to a dead end? The gormless expression on his face would suggest such, but there are numerous hidden areas to find. [Inset] The centrefold from a discarded copy of 'Dragon-balls Monthly'!



[Above] Spyro can use a charging headbutt attack to vanquish tricky enemies. Fast and fun.



"*Spyro* isn't a game for the hard-core elite..."

must bound through six worlds, each with various sub-levels that need to be explored and emptied of imprisoned dragons, dastardly henchmen and the odd gem. It's all fairly simple stuff really, but something the younger gamesplayers can get stuck into.

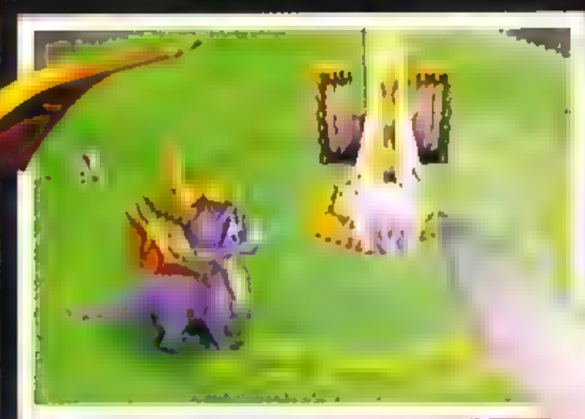
As a challenge, *Spyro* doesn't quite get out of the starting blocks until you progress to the second of the six worlds. But it can be argued that the first world is merely a vehicle to enable players to get accustomed to Spyro's abilities. For a nipper, he's quite well equipped to take on Gnorc's army. His wings may be lame compared to his bigger forefathers, but these can be used to glide over great distances, he also possesses the sort of fiery breath not seen since one of the Play annual garlic-gargling championships – ideal fodder for torching bulky bothers to a cinder.

For the record, Spyro can also roll sideways, but you'll probably not find yourself utilising this feature on the grounds of sheer uselessness.

The basic mechanics behind *Spyro* are very much like *Crash Bandicoot*. You've got a certain amount of things to find, some are straightforward and some aren't, and it's the ones that aren't that

[Above] By walking into the dragon statues, you'll free your fellow dragons. They'll then give you hints.

[Above] This is one of the big boss characters. All of these need to be defeated to complete the game, but thankfully, in most cases, their bark is much worse than their bite. Frothy lard is harder than these guys!



[Above] Another dead-end has Spyro snorting fire in frustration.
[Inset] Beware of any enemy that smiles at you! They ain't nice!

DRAGNET...

Spyro may be more camp than a row of tents, but he is a dragon after all, and dragons have a kind of reputation for been fierce creatures. Here are some of the more famous horrid fire-breathers that have appeared over the years

Pete's Dragon
Pot-bellied beatle haircut sporting green door with a kindness for small children.
SCARE FACTOR ★★★★★

The Soup Dragon
Guzzler of soup broth that featured regularly in the kiddie's TV show, *The Clangers*
SCARE FACTOR ★★★★★

Drago Big fire breathing philosopher with a Scottish accent, starred in the film *Dragonheart*
SCARE FACTOR ★★★★★

Gozilla
Genetically mutated lizard that went on the rampage in New York and then hatched heads of godzookis.
SCARE FACTOR ★★★★★

Ivy Tilsley
Notorious "dragon" of the street, now currently going on the rampage on any talk show that'll have her! [Right, that's enough famous dragons! – Ed]
SCARE FACTOR ★★★★★

"Spyro's squeaky-clean, and rather sickly cute..."

give the game its depth. There are cunningly hidden secret areas and distant platforms, the scaling of which requires great patience and skill (we haven't actually done those bits yet!) Apart from these few tricky bits, the rest of the game can be breezed through with little effort... so you get the picture, this isn't a game for the hard-core elite.

DRAGON HEART

Shortcomings in the gameplay aside, *Spyro* does seem like an irresistible package, especially the lavish looks. The game looks so polished and spangley that you can't help but feel humbled in its presence. All of the worlds are colourful and intricately detailed and you can gaze for miles around thanks to a function that zooms in on Spyro's head and allows you to manipulate his field of vision. The landscapes blend beautifully into the horizon, and everything looks so seamless – a truly magnificent feat by Insomniac Games.

There are plenty of neat little touches as well, such as your little dragonfly chum who acts as your energy bar. It starts off glowing gold, but whenever you take a hit, it will change colour until after three it disappears completely. Without the matey

[Above] Spyro is interviewed about his adventure. Hopefully, this won't be the beginning of a glittering career in show business. Perish the thought!

[Above] Spyro collects more hidden treasure. The thing flying next to him is his dragonfly mate that doubles up as an energy bar. Get hit several times and he's off, leaving you weak.

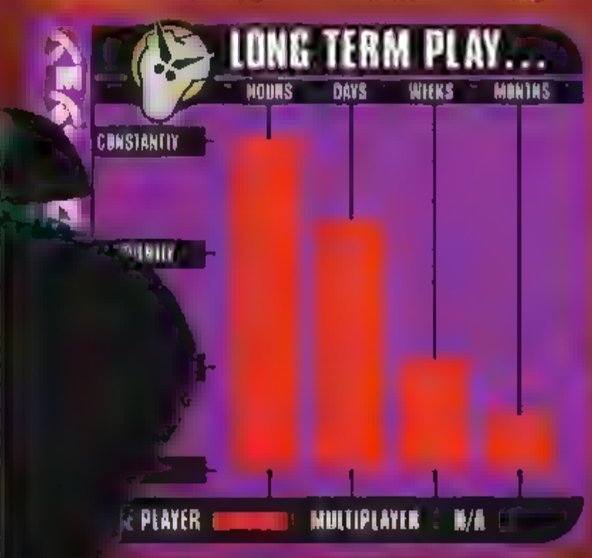
[Above] The game contains a hidden *Crash 3* demo. Splendid!

Dragonfly, Spyro's doomed if he suffers another blow, so he'll have to take time out of his adventure and hunt down some of the wildlife to coax back the buzzing thing. Other nice touches include the fireworks that can be lit with Spyro's fire and used to break distant crates. There are also cannons that can be aimed at enemies far in the distance. The in-game music is passable, but doesn't really enhance the gameplay much. This is probably why we took to turning down the volume and blasting out the latest Marilyn Manson album, which was quite a stark contrast, we can tell you. Watching Spyro prancing around to "I'm not in love, but I'm gonna **** you until something better comes along" generated much amusement and ironic chortles in the office! Some of the spot-effects are good, especially the squeaky grunting noises omitted from the goblin hordes when you headbutt them into oblivion, although Spyro's voice does get on one's lady-lumps...

[Above] Certain enemies are invulnerable to flame attacks, so you'll have to ram them off of ledges to kill them. [Inset] "Release the hounds!" Some folk don't take too kindly to camp dragons on private property.

DROPPINGS

Despite being aimed at youngsters, *Spyro* still poses a decent enough challenge for more experienced gamers – especially when it comes to collecting the last of the tricky treasure or hunting down that last elusive imprisoned dragon. What brings it down though is the lack of enemies. It might have also been a good idea to have Spyro growing and maturing as the game goes on, so extra areas could be reached when he's useless excuses for wings grow in size and his fiery breath becomes more intense. The action is broken down nicely with the *Pilot Wings* style bonus flying stages, but there just isn't really enough variety to keep you rooted for very long. Platform fanatics will lap it all up, but it does seem that *Spyro* just undoes all the hard work that *Abe* put in to remove the platform genre from the squeaky-clean, sickly cute cliché it has been bathing in for so long. Buy *Spyro* for your kids, have a go and pass it on, just don't tell any of your mates about it!



PLAY

LOOKS	
SOUNDS	●●●
GAMEPLAY	●●●●
VALUE	●●●
HORNS	●●

88%

A polished platformer devoid of real challenge

Alternatively:
Crash Bandicoot 2 86%
Croc: Legend Of The Gobbos 78%

NHL '99

GETTING BEATEN UP ON A SOLIDIFIED POND ISN'T EVERYONE'S IDEA OF FUN, BUT NOT EVERYONE HAS PLAYED THIS!

[Above] Put one away and the team launch into exuberant on-ice celebrations. It's not over though, because the opposition are normally a tough lot! [Inset] And yet more celebrations! These guys really know how to party.

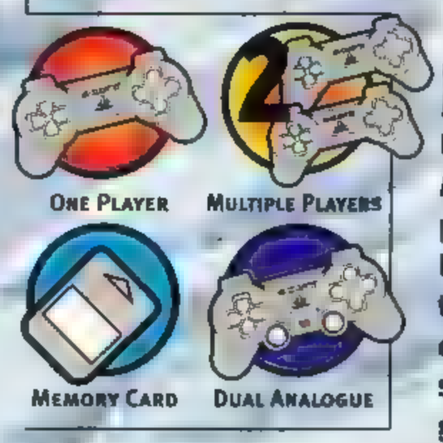
Written By BEN LAWRENCE

First there was *NHL '97*, then came *NHL '98*, now, after much deliberation and scratching of heads EA Sports has come up with *NHL '99*. An inspired name.

Disgruntled stick waving, puck shoving men on ice is what it's all about, and we've seen it all before. The selection of NHL teams, face offs, little stars that follow your player about as they gracefully glide about smiling, and a sin bin where you can sit after knocking their teeth out. All the full contact, bone rattling elements are here, so what's new?

PLAY information

Publisher: EA Sports
Customer support: 01753 549 442
Price: £39.99
Release date: Out now

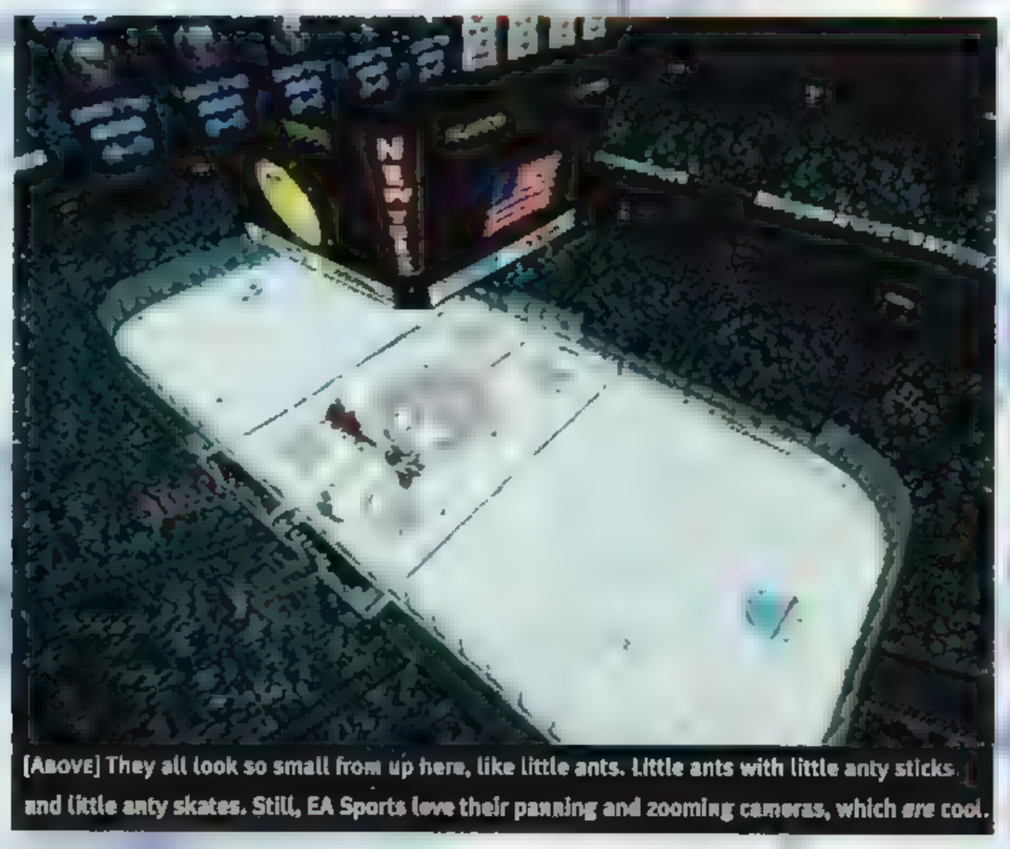


[Above] Kick off? Scrum? What the hell is it then? Puck off? No...

TORVIL AND SHEEN

Unlike the previous two incarnations of *NHL*, the new version is noticeably more polished (think Duncan Goodhew and Pine Fresh Pledge). It's also far smoother, taking full advantage of the analogue control allowing the players to move so smoothly you'd think they were skating on greased banana skins. EA have certainly pulled out the stops in ensuring that every movement is translated perfectly to the players, worth doing it was too! In fact the whole game seems to be aimed at a far broader market than the previous two, introducing a far easier control system, improved AI of team mates and new easy games to grapple with. The team training is also well planned and executed allowing for a combination of positions and moves to be grasped before tackling the harder task of trying to claw your way towards that coveted championship. One thing that we would have liked to see absent is the heavy metal sound track. Who cares if it is fitting, with Ice Hockey being one of the most dangerous contact sports about, it gave us a headache!

> "You'd think they were skating on banana skins..."



[Above] They all look so small from up here, like little ants. Little ants with little anty sticks and little anty skates. Still, EA Sports love their panning and zooming cameras, which *are* cool.

FROSTY HARDMAN

The skaters, arenas and all effects are visually impressive, the atmosphere of a rink being captured superbly. (By Gretzky, we could even smell hot-dogs!) and EA should be proud, but one thing that does grate is the fact that it's ice hockey!

There are quite a few breeds of ice hockey game around on the PlayStation but it is hardly classed as a national sport and that means the scope of appeal has had to be widened to the fullest possibility. It's worked, but remember that it is still just ice hockey. If you own a similar game already you may not want this. If this is going to be your first ice hockey game however you can't go far wrong, especially if you've got one of those gorgeous vibrating things we call a Dual Shock pad.

[Above] All the fast-paced stick swinging these guys do leads to plenty of collisions and dramatic spills...

If you haven't already sampled the bone shattering delights of *NHL* and are eager to learn the delicate ways of removing body parts with a stick, this would be worth a peek.

PLAY

LOOKS	8/10
SOUNDS	4/10
GAMEPLAY	8/10
VALUE	7/10
PUCKS	5/10

81%

Smooth, hard, fast and very cool!

Alternatively:
NHL '98 71%
NHL Face Off '98 60%

Jordan
JOY TECH
OFFICIAL JORDAN GRAND PRIX RACING WHEEL. CORNER WITH CARE.
HARDER WARE
AVAILABLE AT WOOLWORTHS, ELECTRONICS BOUTIQUE, BLOCKBUSTER AND ALL GOOD GAMES RETAILERS.

PARASITE EVE

NOW IT ALL BECOMES CLEAR! FINALLY, A VERSION OF PARASITE EVE WITH ENGLISH TEXT ARRIVES, AND WE CAN SEE WHAT ALL THE FUSS IS ABOUT!

When we first reviewed this game on import a few months ago, we managed to plough quite a way into it simply by trial and error and a very handy walkthrough that appeared on the net. But now that the American version has arrived, everything fits into place, and all of the complex questions regarding the in-depth plot that need answering... have been. Not that we're much wiser mind you!

There's no getting away from the fact that the plot played an important part of *Parasite Eve*'s success as we're talking Hollywood blockbuster material here, and not the same old 'elf gets abducted [illegible] type scenario. Being severely [illegible] takes some tackling to get into this game, but when you do, it feels as though you've stepped out of a gamesplaying scenario and straight into the thick of the mutational mayhem that is threatening to engulf the world.

PLAY information

Publisher: Squaresoft
Supplied by: Department 1 on 0171 9168440
Price: £59.99
Release date: Out now (import)

[Above] After the fiasco in Central Park, Aya Brea confronts the dreaded Eve. "Come take a right with me" she says, we think not, but unfortunately we don't have too much say in the matter. Cue another lengthy battle.

[Above] A cosy night at the opera turns into a nightmare for Aya when Eve takes to the stage.

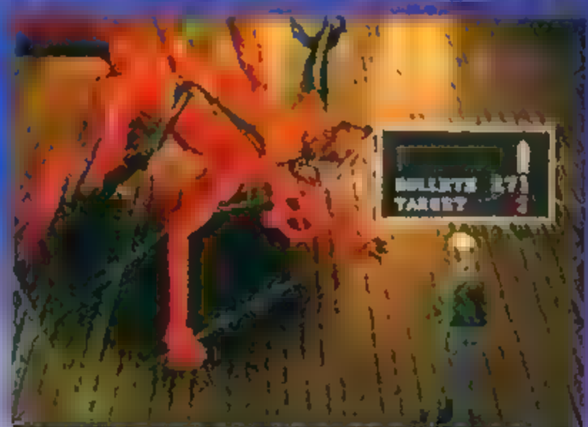
"A massive step-up from *Final Fantasy VII*"

FUSION

The game starts with the darkest, most sinister intro imaginable, and from that moment on you're going to be captivated and scared witless in equal doses. You play rookie cop Aya Brea, a woman with a complicated past that is threatening to catch up with her and destroy her entire life (not to mention everyone else's). It all started in Japan when a car accident severely injured a women. The only way to keep her alive was to fuse her liver cells. But this didn't go according to plan and instead the cell mutated into something called 'Eve'. Eve then went on the rampage and set about spawning the ultimate human being... and one who's identity has remained a secret until now.

Graphically, the game is a massive step-up from *Final Fantasy VII*, although the same basic mechanics remain the same. You spend a lot of time exploring

[Above] Eve observes the panic and pandemonium around her.



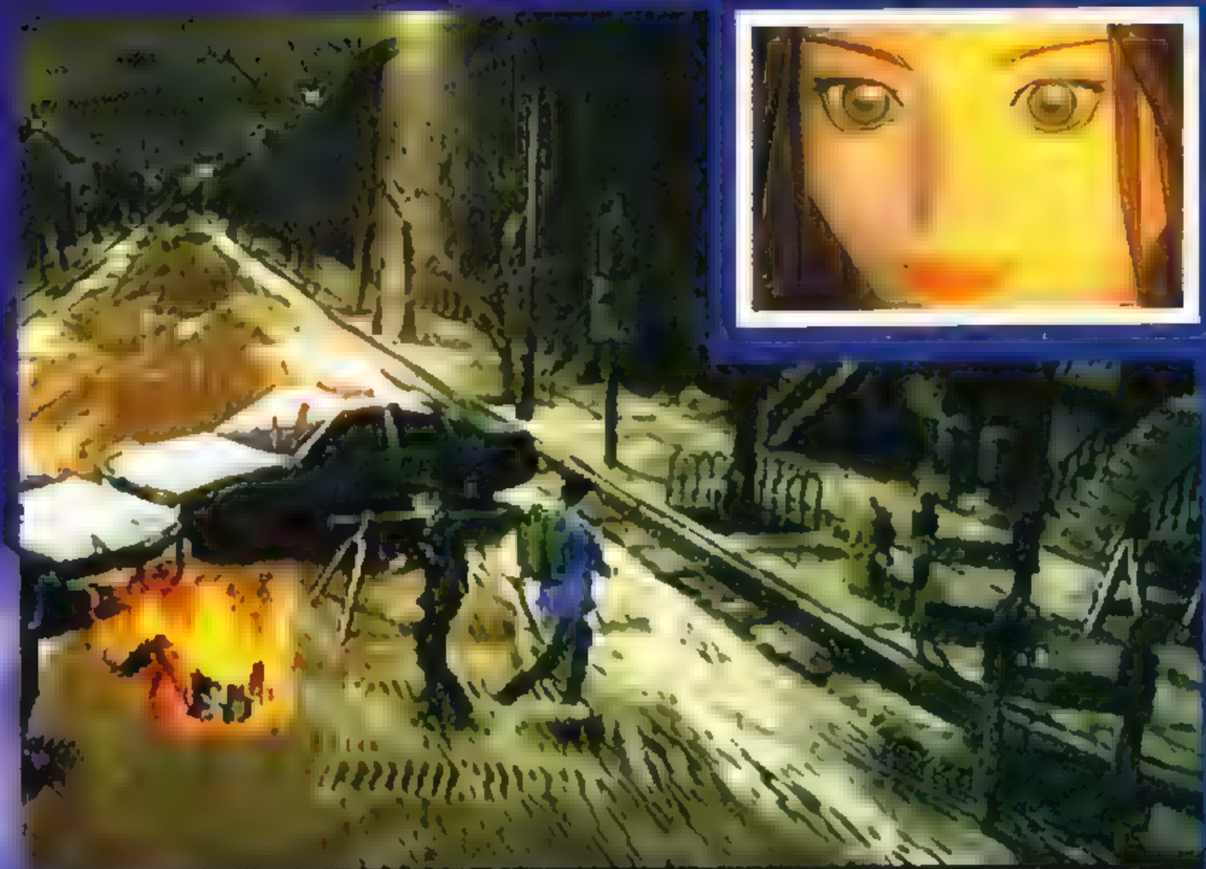
[Above] In a scene straight out of John Carpenter's *The Thing*, a police dog mutates into a vicious beast.

[Above] *Parasite Eve* contains some of the greatest cut-scenes ever seen in a video game and they really bring the game to life, often with shocking graphic realism. No offense Aya!

[Above] One of the many battles with Eve takes place on a speeding carriage pulled by flaming horses. Obviously there isn't a great deal of room to dodge her attacks, so you'll have to hit her hard and fast!

Written by RYAN BUTT

[Above] Anticipating danger, Aya draws her gun. Her instincts prove right because the mother of all monsters is waiting just around the corner, but has she the firepower to kill it?



[Above] When the city is evacuated, the scientist avoids hassle from the cops when one of them suddenly bursts into flames! [Inset] Eve wasn't always bad, she merely possessed the body of a beautiful young opera singer.

FREEDOM OF THE PRESS

Cops don't like reporters, we know that much. But this doesn't excuse the fact that tabloid side-kick Daniel, keeps a gutter hack for no apparent reason after the opera house fiasco. Observe.

1 "Scuse us luv, any chance of a couple of words about the events in there... and perhaps a few juicy pieces, just to spice up the article like?"

2 "Take that you revolting hack scumbag. And if I ever set eyes on you again I'm gonna haul your ass in. D'ya hear me!"

3 "Cor blimey guv, there was no need for that. Sorry for any bovver (did you manage to get that on camera one? I'll sue his ass later!)"

[Above] Remember that dog? Well this is the hideous mutation it turned into. Man's best friend? Ha!

and collecting items, as well as talking to people to gather vital information. But the main difference is in the battle. Unlike *FFVII*, these are fought in real time, so you can run around charging up your magic and attack powers whilst dodging enemy onslaughts, and then unleash your own attacks. This works significantly better in our opinion, as you always feel more in control of your destiny rather than relying on the lottery of the turn-based attacks. There is much fighting to be done as well because mutated creatures pop up at all-too

[Above] A member of the opera audience gets a hot flush when he sees the seductive Eve. Flaming good!

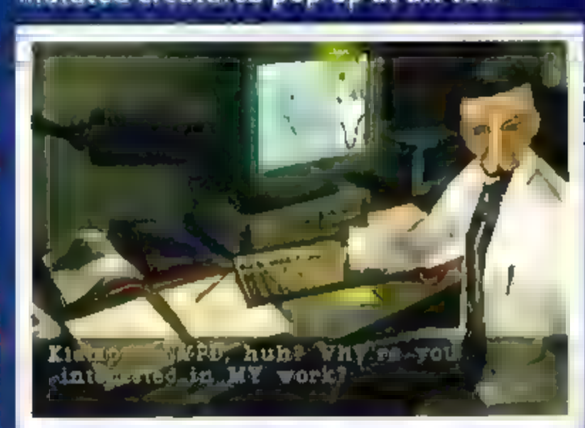
frequent points when you're least expecting it... oh yeah, and there are some killer bosses to contend with...

Thankfully though, being a cop, Aya has access to some of the fanciest weaponry in New York city, and you'll need to chuck everything you can lay your hands on at the mitochondria mutants if you are to live through this...

HORRIFIC

The best thing about this US version of *Parasite Eve* is understanding the vast cast of characters and their person[illegible] Aya herself comes across as being [illegible] up and dedicated, whereas her fellow coppers are all running around losing their heads and panicking. We espe[illegible] liked Wayne – the gun-crazy arms specialist who will dish out rocket-launchers at the drop of a hat, as l[illegible] his superior's back's tur[illegible]

The things that let [illegible] are the same as the Jap version, the [illegible] running speed being the most obvious. Other problems are eradicated with the full understanding of the menu system and suchlike, though the pointless ditching of items no longer becomes a problem once you know how to store and retrieve them at will.

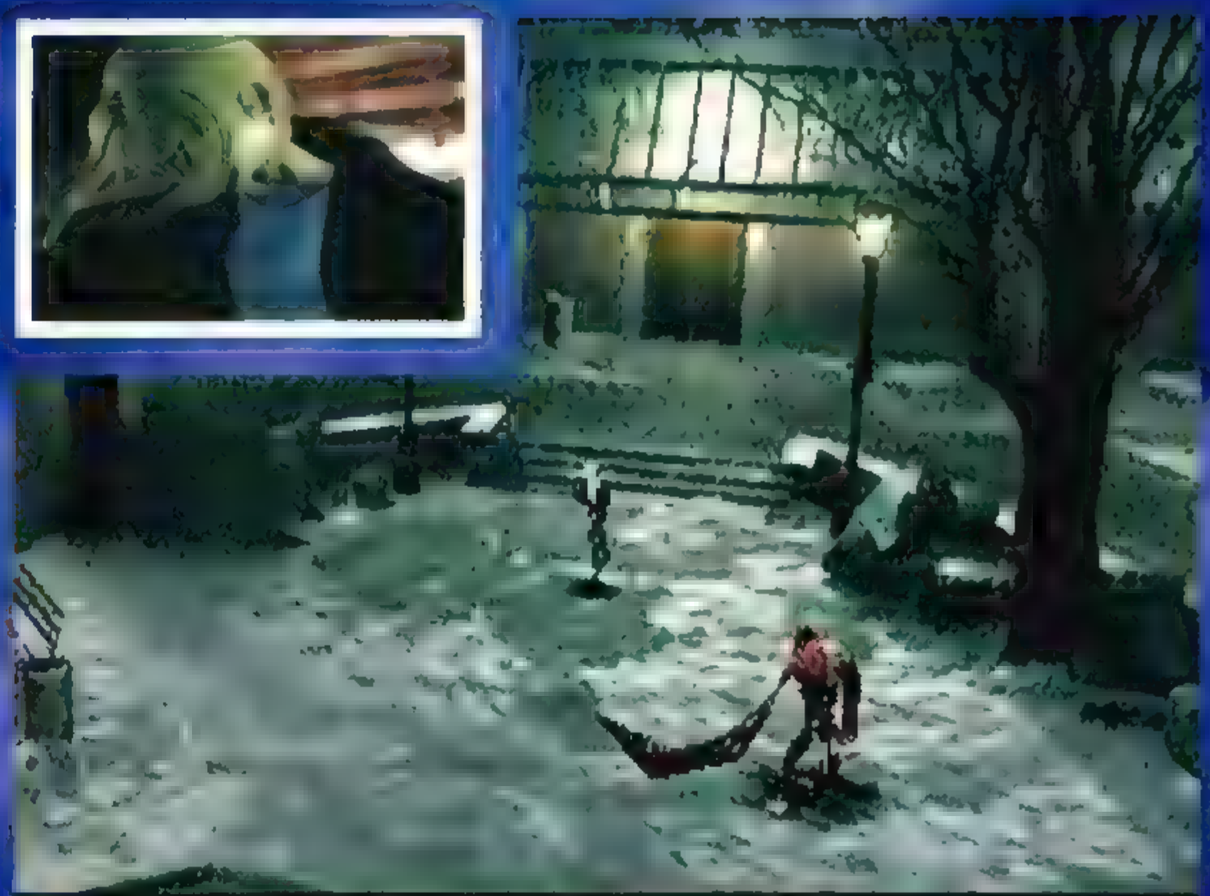


[Above] Aya takes shelter in one of New York's seedier ghettos. [Inset] When Daniel, Aya's side-kick realises that his son is attending the Central park concert, he rushes to his aid to avoid another fiery massacre.

[Above] When this woman sings, she really brings the house down!

[Above] When boy befriends dog, you just know that trouble is going to happen sooner or later.

[Above] Oh dear! The crack squadron of fighter planes sent in to take out Eve don't get near enough for a 'lock-on' before the pilots melt and the expensive equipment blows up.



[Above] Upon investigating Central Park Zoo, Aya discovers that all of the animals have escaped, and in their place are deranged mutations that appear frequently. This clawed ghoul is just one of many such hazards.

MELTING POT

One of the more gruesome moments in Parasite Eve is when the villain turns up at a concert and knocks the audience dead. Not with her dazzling singing though, Eve instead reduces them all to a slimy pit of puss... such is her seductive charm.

1

2

3

Apart from possessing a truly brilliant and atmospheric plot, this game also owns some of the greatest CG cut-scenes we've ever seen in a video game, and everything else looks rubbish in comparison. This isn't a game for the faint-hearted though because it packs a severe punch in the stark portrayal of human combustion and even melting torsos. If you thought *Resident Evil* was horrific, then have a sick-bag ready for some of this game's more grizzly me

GOOD COP/FAT COP

The game is broken down into separate days, and each one poses new challenges and new sections that can be explored. Many of New York's landmarks are evident such as Central Park – which, incidentally, stages one of the most explosive music concerts ever... quite literally.

Despite the sinister nature of the game, there are plenty of comical moments to savour, mainly involving Daniel, your tubby side-kick who is movie-matching made in heaven, merging the appearance and personalities of Danny Glover (*Lethal Weapon*) and Samuel L Jackson (*Die-Hard With a Vengeance*). Listening to him going off on one does well to distract you from the fact that the whole world is under threat unless you get off your ass and start tackling the vile witch that is Eve.

As an arch nemesis, Eve must go down in gaming history as being one of the all-time greats. She starts off looking seductive and beautiful, but as the days go by, she begins to deteriorate into a hideous crone with attitude, and despite being strangely bonded with Aya, she'll still stop at nothing to kill her off at any moment. Perhaps it's the way in which Aya chose to fight for the humans and not her, but looking at Eve though, can you blame her?

The soundtrack, like the visual appearance, is also of exceptional quality and keeps the atmosphere oozing whilst ensuring that you jump at all the right moments. You don't want to play this in a darkened room alone... not without emptying your bladder beforehand anyway.

[Above] Not what you'd expect to happen on a night out! Some poor bloke ignites when Eve bursts into song; unfortunately, so does everybody else in the audience... except for Aya.

TIME IS A KILLER

The in-depth nature of this game probably won't endear it to non-RPG playing gamers, especially after the come-down of *FFVII* that left many PlayStation owners feeling a trifle miffed after it was billed as being one of the greatest game ever. But if you're serious about your adventure games, few will keep you enthralled and scared senseless for as long as this epic. There's still no news on an official European launch, but if its going to happen then it had better be soon because this game is spellbinding now... six months down the line could seriously hamper its shock value. So please, someone release this game over here so everyone will know what we've been so excited about!

"Will keep you enthralled and scared senseless!"

PLAY

LOOKS	●
SOUNDS	●●
GAMEPLAY	●
VALUE	●
FIRES	●●

89%

Slick and disgusting horror adventure!

Alternatively:
Final Fantasy VII 93%
Resident Evil 2 96%

BEWARE OF RADIOACTIVE MATERIALS

ESCAPE... OR DIE TRYING

NFL XTREME

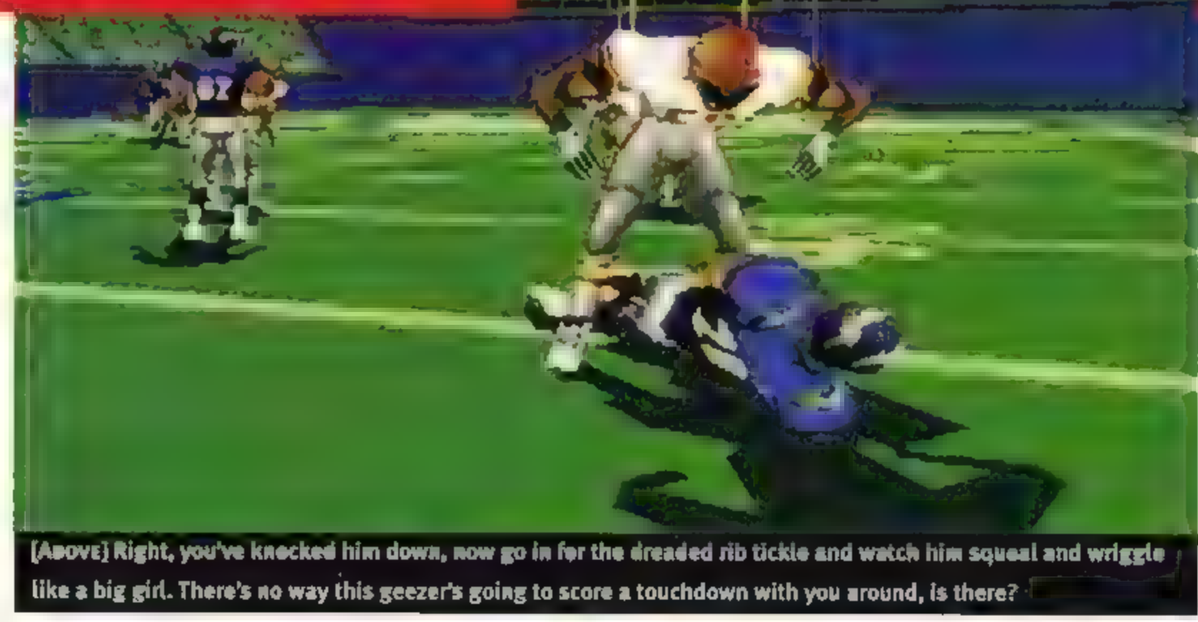
AMERICAN FOOTBALLERS DO IT WITH SHOULDER PADS AND ODD SHAPED BALLS. WHAT WOULD JIMMY HILL THINK?

Written By BEN LAWRENCE

This game works under the assumption that whoever plucks it from the shelves will not just like American Football but be an American Football expert. Bad move.

The chance to train and learn the basics is completely missing so you really are going to have to know your stuff before hand otherwise you are going to have to be as patient as Terry Waite. To add to the challenge, the control system is as awkward as a politician too. If anything this game needed a concise and easy to master handling system. It hasn't got it.

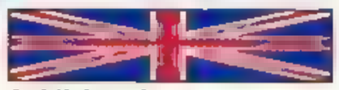
What it does have however is a vast array of tactical positions to play your team in and a host of offensive and defensive decisions that have to be made to gain territory of the field. Sounds good, but taking into consideration there's no way of seeing where the rest of your team is on screen and the field of vision is marginal, the positions played are going to take a vast amount of time to understand. The camera angles are also limited meaning that the team in possession always runs up screen. This makes knowing which endzone belongs to who confusing, and if it wasn't muddled enough some players just stand and watch the action rather than running in the right direction. Sounds better all the time, doesn't it?



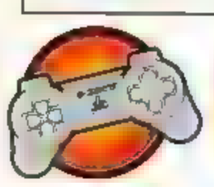
[ABOVE] Right, you've knocked him down, now go in for the dreaded rib tickle and watch him squeal and wriggle like a big girl. There's no way this geezer's going to score a touchdown with you around, is there?

"You really have to know your stuff beforehand..."

PLAY information



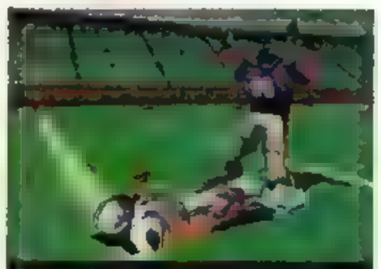
Publisher: Sony
Customer support: 0171 505505
Price: £39.99
Release date: Out now


ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD

DUAL ANALOGUE



[ABOVE] Get up and I'll just put you straight back down again.

DEFENSIVE

It looks the biz though, featuring all the NFL teams and players, fully customisable and well animated with colourful chunky characters. The movement of the players is smooth and when mastered, the variety of playing strategies are impressive, enabling some really classy bone rattling tackles against your opponent. Giving your rivals a swift smack in the gob when they floor you is also a pleasing feature. One of the neatest touches happens during a rainy match. If two players clash too hard their helmets will shoot off and lightning will strike them. Shocking.

TIME OUT

We aren't exactly a nation of American Football lovers, that's the Americans. Those of us who have succumbed to the thrill of dressing in shoulder pads have already found that their staple diet of NFL can be supplied in troughs by a certain Mr Madden and they would be daft to think this would offer anything better. Should be approached by the hardest of die hard fans only.

[ABOVE] Mastering the moves does take a while, but if you are serious NFL nut then keep on trying and soon you'll be having the opposition falling over themselves... quite literally.

LOOKS	●●●●●●○○○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●●●○○○○○○
QUARTERS	●●●●○○○○○○

61%

There's nothing Xtreme about it

Alternatively:
Madden '98 82%
NFL Game Day 73%

Available Now

BUST-A-GROOVE

THE HIPPEST, SMOOTHEST AND DAMN RIGHT COOLEST DANCERS SINCE PAN'S PEOPLE HAVE ARRIVED. GET READY TO GROOVE, OR MOVE ASIDE BABY!

Anyone who ashamedly stands on the edge of the dance floor all night and thinks that body popping is a good way to get rid of those zits, stop reading and go hunt down John Travolta. Now! This game could dance the Light Fandango over your handbag any day, or night missus!

(Above) What would a disco dancing game be without the token John Travolta look a like? This guy loves himself and he's great to beat.

PLAY information

Publisher: Sony
Customer support: 0881 505 505
Price: £39.99
Release date: Out now

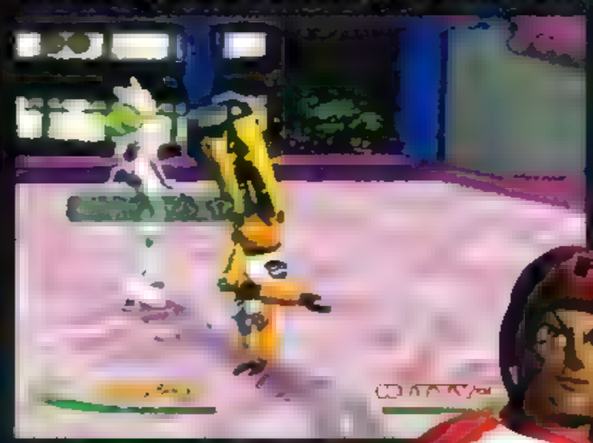
One Player | Multiple Players

Memory Card

KUNG FU FIGHTING...

The Japanese version of this game had a few problems keeping the disco ditties in synch with the button sequence when run on the office machines, but now the game has been ironed out, it runs like the oiled up boogie beast that it was so obviously going to be. Selecting one of ten superbly motion captured dancers, you must then compete against other dancers *PaRappa*-style, and try to become the best dancer in the world. The dance movements range from simple button tapping in time with the music, to combos that would leave Fred Astaire gob-smacked and your fingers bleeding. Party gaming has just found a new champion.

The appealing quality of *Bust-A-Groove* is the sheer simplicity of gaming, but in no way let this make you think that it is easy. Learning to co-ordinate your dancer in time with the beat is hard, especially when it is so tempting to watch what your character is doing rather than moving them correctly. Your opponents make things even more difficult, not only will you encounter women dressed up in baby suits (which is enough to put any grown man off) but jiving against a bunch of aliens and a giant, multi-storey robot is part of the fun. When they have built up enough dance experience they will then unleash a special move to throw you out of rhythm and will have you stumbling about on your platforms like an unwanted relative at a wedding reception. Thankfully, retaliating is a possibility, as well as accessing special moves to steal the spotlight from your rival and take the glory for yourself. Thank funk for that.



(Above) Showing off is part of the fun... when you get it right.

(Above) Gas-o, the gas mask wearing freak, pulls off some killer moves including handstands. When he wins he lets off some special gas of his own. Stinky git!

(Above) Wiggle those hips alien dudes. Oh yes baby! That's it!

Written By BEN LAWRENCE

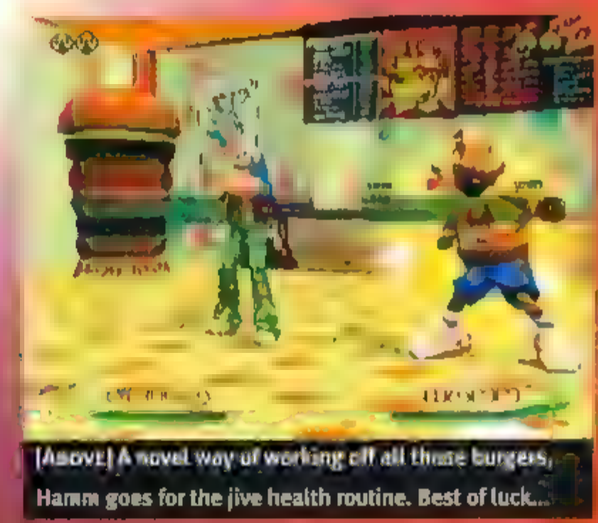
[Above] Mulder and Scully would probably resign if they saw this sort of thing going on down at their local night club. Yes indeedy, the groove is out there folks.

[Above] Dancing on a glass floor allows many more things than just dance moves to be seen as Pinky is so proudly showing off. [Inset] Groove your way far enough and this mighty raving robot has a piece of the action.

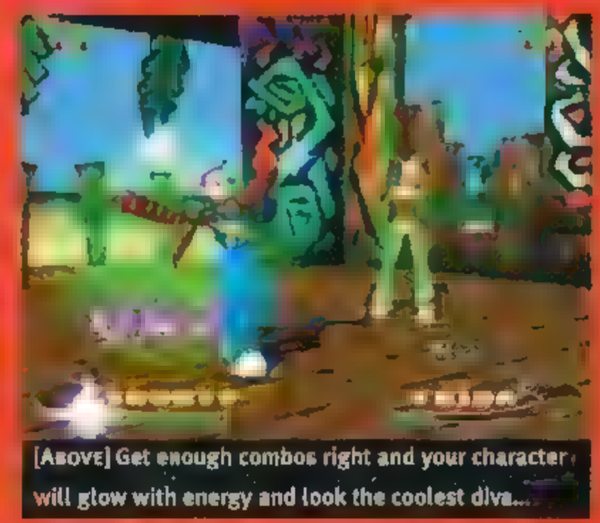
"Party gaming has just found a new champion!"

...FAST AS LIGHTNING

The gaming in *Bust-A-Groove*, although similar to *PaRappa*, is less rigid in that if you decide you don't want to follow the key sequences, as long as you keep pressing the buttons to the beat, you will be allowed to carry on. Not only that pop-pickers, but you are given a choice of which dance move you want to pull off next, one harder than the other, and so, more rewarding. At one point we had played it so hard our fingers got tangled up and had to be surgically separated. The music is another great aspect to the game. Ranging from Seventies disco to Gansta Rap this game has got to have the coolest soundtrack on the PlayStation... ever! Each tune is unnervingly enjoyable and all at a different tempo to the next, meaning that adapting your timing is just as important as getting the rhythm right. Uniquely, *Bust-A-Groove* also requires an excellent ear for music and the easiest way to get the moves right is to relax and let the beat flow through you, and how many games can boast that?



[Above] A novel way of working off all those burgers, Hamm goes for the jive health routine. Best of luck...



[Above] Get enough combos right and your character will glow with energy and look the coolest diva...

DANCE FLAW

The only thing that flattens our flares is the lack of audience this game will receive. The most likely players are not going to be your average gamers giving it the time it deserves, but a pre-clubbing gamer who will chuck in the disc for 20 minutes before hitting the town.

If you are heavily into gaming and clubbing, and are desperate to show off your dance skills then *Bust-A-Groove* will get you well and truly in the mood. Who knows, with all the moves learned, it might help you pull. Then again...

DIY DISCO

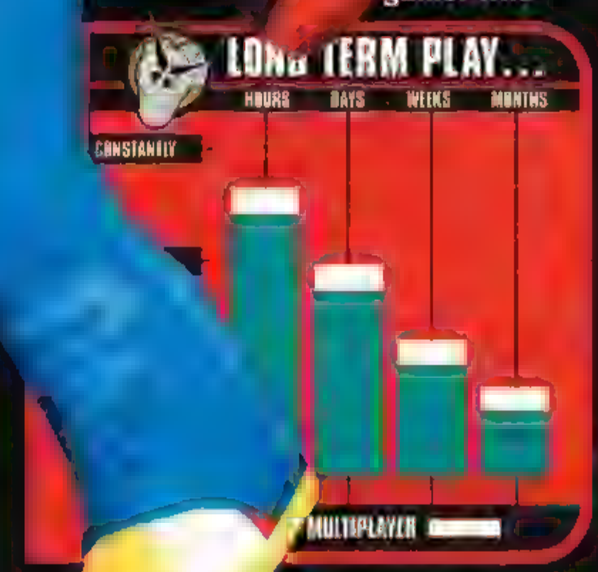
Make Your Own Disco
With our simple guide you can be the envy of your friends with our DIY disco kit. Here's what you will need to improve those old.

A GLITTER BALL
1 x Broken mirror
100 x Flashing
1 x Sp

A FEATHER BOA

PLATFORM SHOES

FAKE CHEST HAIR



PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●●●
VALUE	●●●●●●●●●●●●
THRUSTS	●●●●●●●●●●●●

89%

Platform-wearing party gaming!

Alternatively:
PaRappa the Rappa 82%
Spice World 25%

THE UNHOLY WAR

IT'S AN ODD HYBRID OF STRATEGY AND BEAT-'EM-UP, BUT FAR FROM THE MOTHER OF ALL BATTLES.

Holy nuke-out!

Following rave reviews for *Blood Omen: Legacy Of Kain* and more recently, *Gex 3D: Enter The Gecko*, Crystal Dynamics is back with a game that splices hex-based strategy with beat-'em-up mayhem. Odd yes, but the idea of spicing up a strategy game with in-yer-face, kick-arse fisticuffs is a sound one.

Sadly, *The Unholy War* represents little more than an ineffectual mash mash of concepts that fails to sit comfortably in either camp. On one hand it's a beat-'em-up with a laughably low range of offensive moves, and on the other a strategy romp for one or two players that's shallower than the kid's end of a swimming pool.

PLAY information

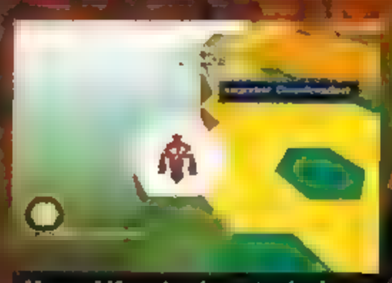
Publisher: Crystal Dynamics
Customer support: 01706 [illegible]
Price: £39.99
Release date: Out Now

One Player

Multiple Players

Memory Card

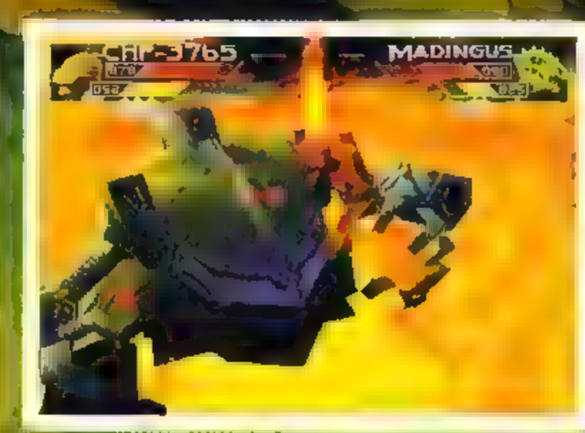
Dual Analogue

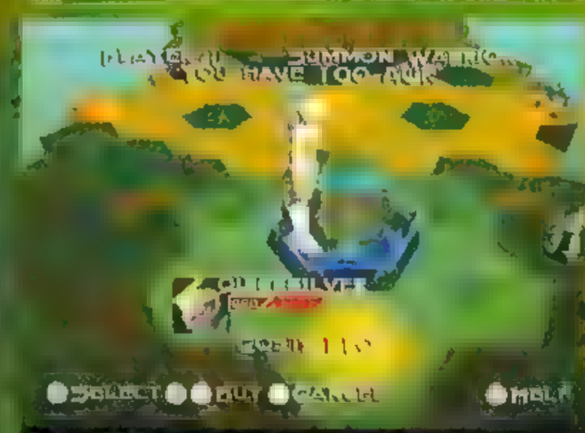

[Above] If you're down to the last remnants of energy, overload your circuits and take everyone out...

JIHAD

The scene is set via a promising FMV introducing each of the 14 characters that are available throughout the game. The planet Xsarra is in turmoil following the breaking of a peace-keeping treaty and as a consequence the two races involved – the advanced Teknos and the native Arcanes – are sh[illegible] obscenities at each other [illegible] for war. This is where you come in. After choosing your allegiance (or a mixture of both) you can either dive straight into action in Combat Mayhem mode or flex the old grey matter in the Combat

[Above] The local currency is Aura – an energy source that empowers your base to summon a warrior.

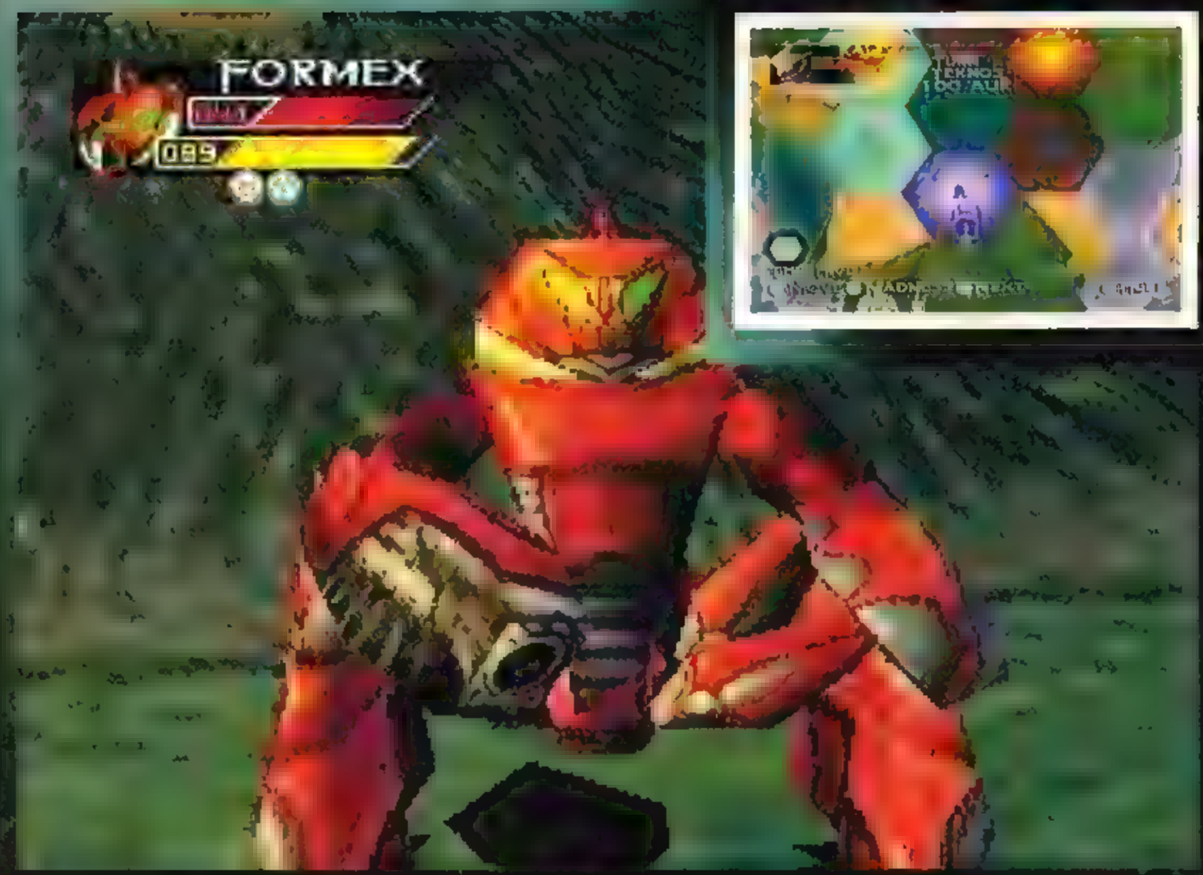



[Above] To improve your power and develop new characters, collect the Aura from the glowing hexes.

[Above] Certain arenas have vortices which can propel ground-based warriors into the air. Always useful when taking on some smart-arse who can fly.

[Above] Be careful to avoid the random laser bolts emanating from the central turret. Knowing the lie of the land gives you a great advantage. Animation is generally pretty good, but the fighters don't sport that many textures.

Strategy scenarios. Either way, there isn't an awful lot of difference between the two, as it always boils down to a one-on-one face-off set within the confines of a colourful, open air arena. The difference in the Strategy mode revolves around a few important factors, whereby you take turns commanding and positioning your cohorts on a 3-D map, managing each warrior's special powers to overcome the CPU or better still another human opponent's forces. As you progress through the levels, the opponent AI becomes [illegible]ickedly good and overcoming [illegible] that knows exactly when to [illegible] in for the kill and when to [illegible]porate the resources available [illegible]tain individuals such as [illegible], heal, nuke or self-[illegible]ruct. There's no evidence of [illegible]egy in *The Unholy* [illegible] however, as each 'map' or [illegible] is absolutely tiny, leaving little room for manoeuvre. Pincer [illegible] movements? Forget [illegible], buddy. How can [illegible] call this a strategy [illegible] when you can't [illegible] select large [illegible] and [illegible] wondering [illegible] any lines? [illegible] through the



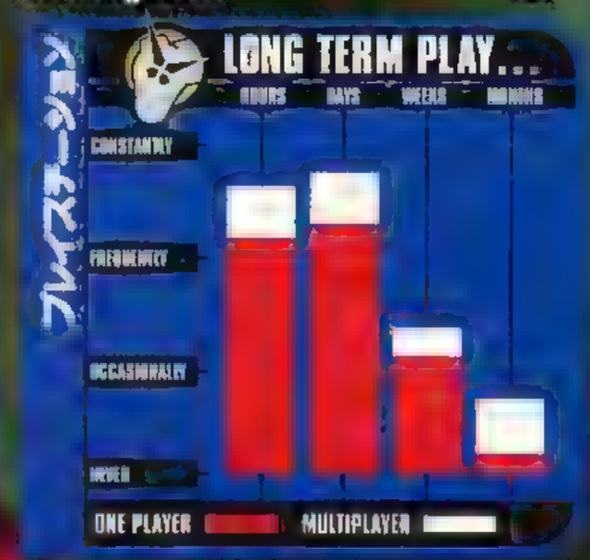
[Above] Following every win, the camera pans-in to the victor, who gestures triumphantly toward the screen.
[Inset] The Strategy side of the game allows you to manoeuvre your 'pieces' around a hex-based environment.

"There's no evidence of true strategy to be found!"

strategy was thrown [illegible] afterthought. To set [illegible] each encounter is re[illegible] executed – the polygon [illegible] smoothly animated with [illegible] of motion-blur and the [illegible] player mode are pretty [illegible] just that this is essentially [illegible] in the way of action. Before [illegible] learned the strengths and wea[illegible] of all 14 characters and the onl[illegible] of the game worth savouring [illegible] is the two-player combat.

ABC WARRIORS

If it wasn't for the fact that you ca[illegible] customise your forces, construct be[illegible] weapons, collect pick-ups and play against a human opponent, *The Un[illegible] War* would be dead in the water – a sitting duck without any redeeming features whatsoever. But as it stands, there's just about enough to keep the replay value hanging on in there, if you persevere. Worth checking out...



[Above] Many of the combatants use long-range attacks, but sometimes having a full-on fisticuffs pays dividends. Use the scenery to your advantage amassing power-ups as you go.

PLAY

LOOKS	●●●●●●●●○○○
SOUNDS	●●●●●●●●○○○
GAMEPLAY	●●●●●●●●○○○
VALUE	●●●●●●●●○○○
MAGIC	●●●●●●●●○○○

70%

Flawed, but plenty of exciting two-player combat

Alternatively:
Psychic Force 73%
Suikoden [illegible]

ROGUE TRIP

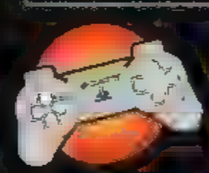
TOURIST GUIDES WANTED: NO EXPERIENCE NECESSARY. MUST HAVE A GOOD SENSE OF DIRECTION THOUGH... AND BE INSANE.

Take a copy of the Highway Code, take a pair of shears from the garden shed. Now, cut the Highway Code in two pieces. You are now ready to start *Rogue Trip*.

From the people who brought us *Twisted Metal* and its insane relative *TM2: World Tour*, comes the straightjacket-wearing daddy of them all. Be prepared to get addicted.

PLAY information

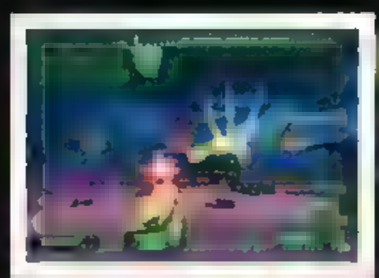
Publisher: GT Interactive
Customer support: 0171 486 5099
Price: £49.99
Release date: November '98


ONE PLAYER

MULTIPLE PLAYERS

MEMORY CARD

DUAL SHOCK



ON A MISSION

Set in a dying world of pestilence, pollution and game show hosts, you have the wonderful job of tourist guide. Showing the few tourists around the sites isn't a case of ushered, politely rehearsed dialogue. It's more a case of hurtling them about in your vehicle, killing everyone who tries to steal them, nabbing them back when they've ejected through your barbed wire covered roof and driving towards them at high speeds to recapture them if they do a runner. A bit like taking a cab around London really.

To earn your cash you then must then hurry them to the nearest... er * beauty spot * where they pay you handsomely to take photos all the while watching your back to see if a psycho sausage on wheels will appear on the horizo[illegible] try to kill you. Or you could just ignore the tourists and kill everything in sight.

[ABOVE] Some unlucky sucker gets a bag full of mad poodles thrown at them. Watch them and laugh!

"Plays like a field of lambs, but looks like a mutton chop!"

CARSENAL

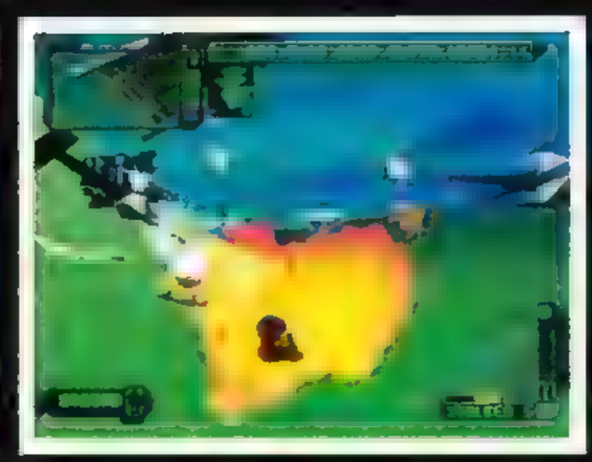
The power-ups and special weapons are worth a review for themselves, we have never seen such a collection of

[ABOVE] Completely rust proof and lighter than a cork, these cars are marvellous! No matter where you go there is bound to be all sorts of exhaust pipe related nonsense and trouble.

[Above] The moon holds some odd things from alie[illegible] welcome humans' sign is one of them. A right load of gravity [illegible] gen is another.

[Above] There's that troublesome sausage again. He's harder than he looks, as you can see. Boooooooom!

[Above] A secret level in Area 51. Get teleported to the moon and see where Neil Armstrong once stood. Joy!



ridiculously imaginative gadgets and cars since Mr Inventive of Inventaville patented his Inventatron machine.

Ranging from rotating saws for wheels, to a pack of marauding pink poodles that savage your suspension, carrying the moves out is the most fun you can have without whipped cream. Each car, as well as being able to collect the same power-ups scattered about the land has their own special weapon unique to their vehicle. Homing missiles, flame throwers, lasers, insane chickens... it's all here.

There are plenty of the standard weapons to collect too, sitting atop burned out buildings, in secret areas, in fact, everywhere the carnage happens a juicy fat power-up sits shimmering. One destructive little devil we just flipped over is a guided missile. Launching it, you then guide it high above the other drivers, tracking down who you want to pick off and slamming it home. Watch them burn! To get some of the power-ups also means smashing through walls and windows and although the environment is almost completely destructible it cannot be used to

[Above] With Billy Ray Durec on board and shouting over your shoulder no wonder crashes like this happen. Fun though aren't they! [Inset] Hunt down an enemy, swing your sausage, bangers and smash!

[Above] The scenery is just about the strangest you are likely to come across. This is a model of 'Daddy' just about to eat that pesky sausage car. Steer clear of him.

[Above] A flying sausage is more dangerous than it looks. It's covered in extra hot mustard and chilli.

Hinder your enemies as in *Vigilante 8* which is a pity. *V8* didn't have a Ginger Spice lookalike perverted nun though, did it.

AND ON YOUR LEFT...

The locations are almost as inspired as the choice of weapons. The ever popular Area 51 is here but a huge neon sign points to it. The oil fields of the Middle East require surfing on the waves to avoid being hit. Floating cars are really not out of place. The sleepy rolling hills of a graveyard has a few headstones crushed under tyre and Xlax airport means jumbo jets will land on your roof racks if you're not careful. New York is now 'Nuke York' and the White House has been turned into an amusement arcade for 'Daddy', a fat green wobbly alien who has monopolised the globe. *Twin Peaks* looks like *Coronation Street* next to this lot.

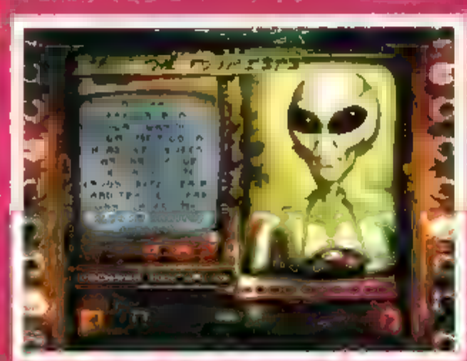
MEET THE FREAKS!

Only truly weird tourists would want to take a lift in the cars in Rogue Trip. Here they are!

CAPTAIN HORTON [illegible]

BILLY RAY BURNS [illegible]

HORTENSE VAN KRANK This [illegible] MAY HAVE BEEN MORE APPROPRIATE.



LOCKMAR XONTRIBIAN Billing [illegible] CROSSWORDS INSTEAD.

CRASH BANG WALLOP

Rogue Trip plays like a field full of new born lambs, but it does look a bit of a mutton chop. The animation looks as rough as the drivers in some areas, consisting of garish flat polygons and shades. The vehicles are a bit wonky too, the wheels turning into triangles and bending out of shape when taking turns but these minor factors never affect the gameplay, and aesthetic quality is hardly a major factor in the gaudy, glitter covered gaseous globe the Earth

[Above] Take too many clouts from the other drivers and it's curtains and a shower of burning wreckage. You'll have to be smart and slick to avoid ending up like this. [Inset] Pick up these guys for extra cash and bonuses.

has become. It's all about destruction. Although the main game consists of the 'Vacation' setting revolving around the welfare of the tourists, other scenarios include Getaway and Challenge modes. Challenge mode is basically the last man standing wins. Choosing any one of the arenas available you then pound your competition to the great junk yard in the sky.

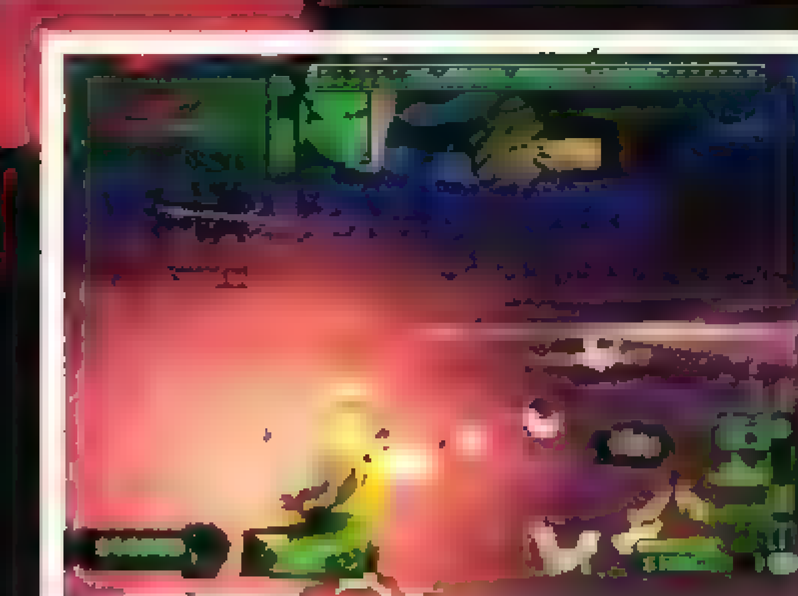
Finding secret areas and picking them off whilst in hiding, or ramming them head-on with the force of a rhino they will hunt you down in packs until you're a goner... or they are. You can mend your vehicle using the tourist's money by driving through a first aid regenerator but it's so difficult to remember to do it when your having fun whipping an evil Elvis impersonator that you could end up exploding. By the way it's also four-player. Oh yes, allow yourself a sly grin, you know you want this.

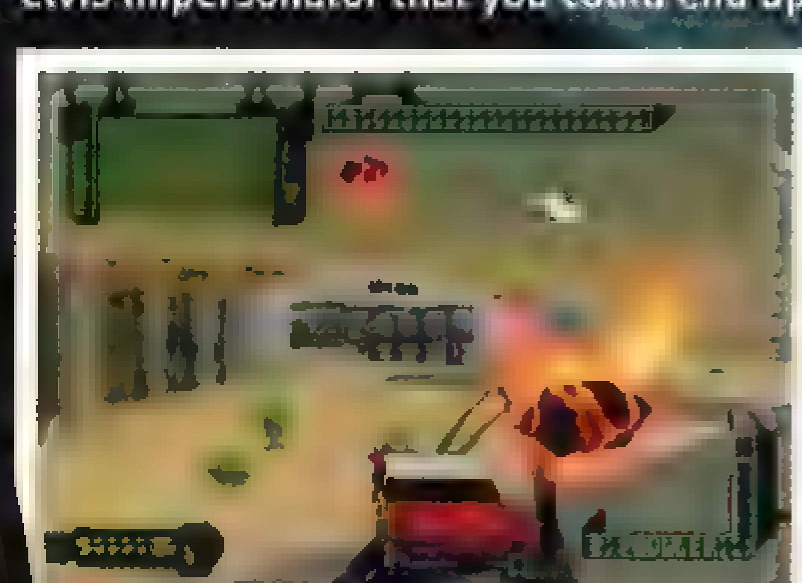
"Allow yourself a grin... you know you want this!"

POT POODLE

Although some would say it bears a passing resemblance to *Twisted Metal 2*, *Rogue Trip* builds on the same basic premise, adds its own flavour and then puts it well and truly into orbit on a tutti-frutti, rainbow coloured rocket of sheer nuttiness.

Let us try and describe exactly what it is that should make you buy this. Picture your favourite car complete with any particular perversion you want to stick on. Add the most dangerous psycho you can imagine. Take a huge smattering of Money Pythonesque humour and a few chickens, then mix together and bake at the hottest setting possible. Sprinkle generously with all the known weapons to man (including poodles) and serve with lashings of friends. You are guaranteed to enjoy the taste.





[Above] One of the nuttier weapons, a pack of pink killer poodles with pink bows.

PLAY

LOOKS ●●●●●●●○○○
SOUNDS ●●●●●●●●○○
GAMEPLAY ●●●●●●●●●○
VALUE ●●●●●●●●●○
ROADKILLS ●●●●●●●●●●

92%

Motoring madness with knobs on!

Alternatively:
Twisted Metal 2 88%
Vigilante 8 94%

Issue 41 1998

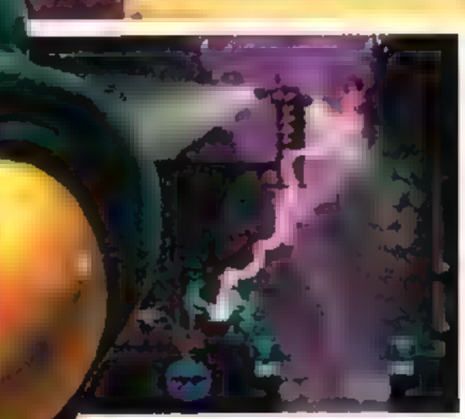
ABE'S EXODDUS

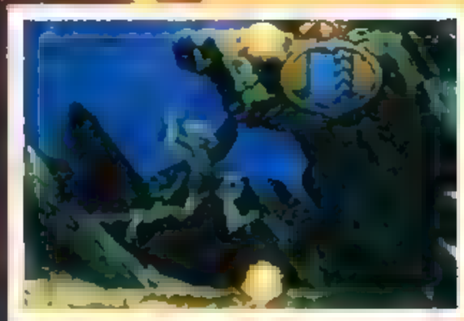
ODDWORLD REVISITED IN AN ENORMOUS NEW ADVENTURE! IT'S TIME TO SAVE THE MUDOKONS AGAIN, AND ABE NEEDS YOUR HELP TO COMPLETE HIS TASK...

PLAY CLASSIC

PLAY information

Publisher: GT Interactive
Customer support: 0171 258 379
Price: £39.99
Release date: Nov '98

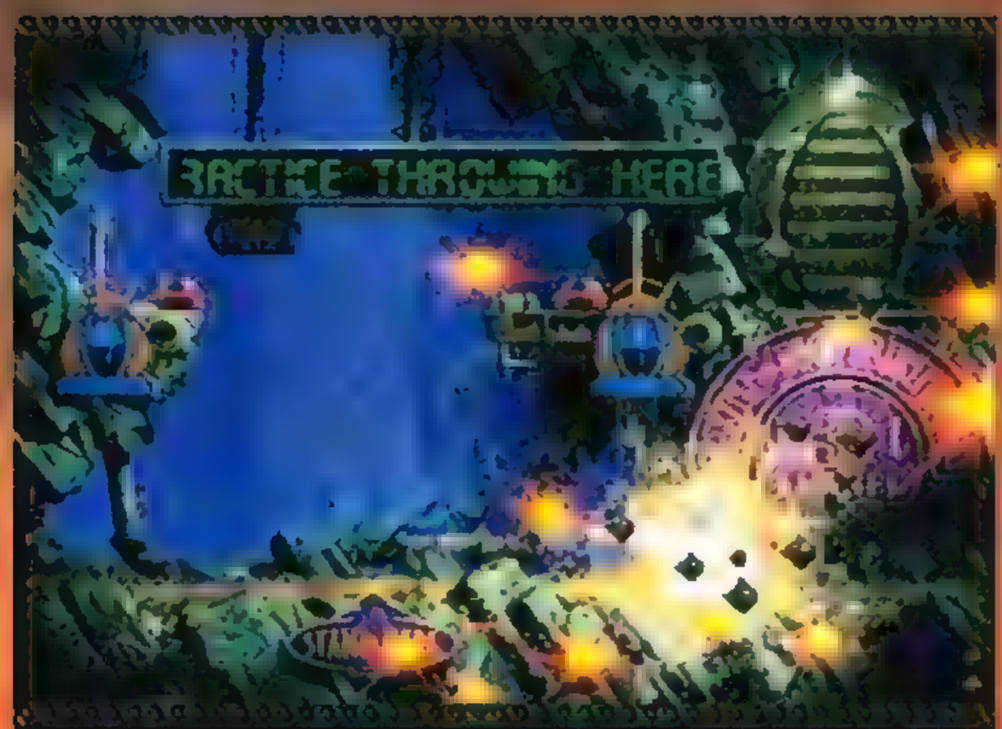




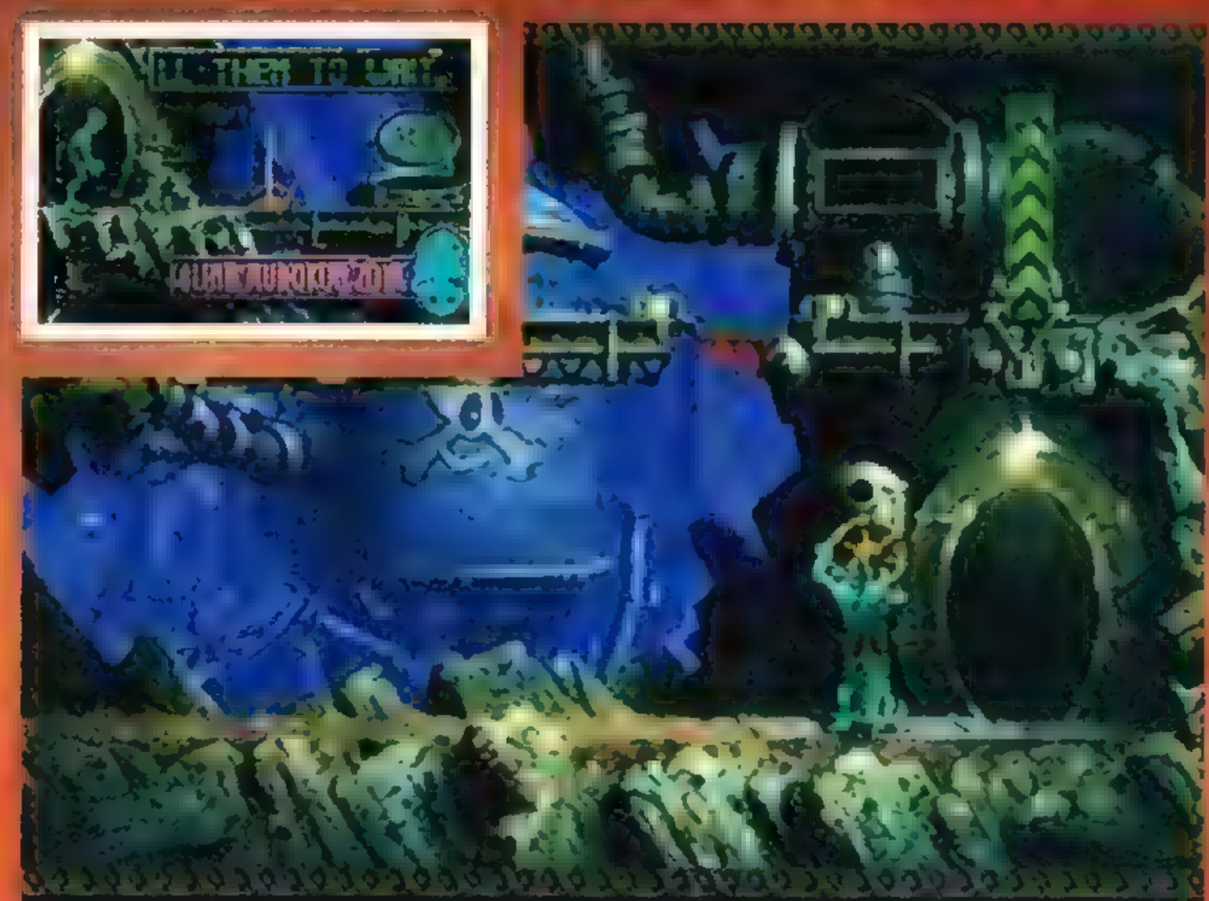
[Above] Extremely hazardous mines which have been set around the place need to be blown up from a distance. [Inset] Mines are less of a worry than Sligs chucking their grenades at you. Look out!

[Inset] Big baseball-style scoreboards let you keep tabs on the employees you've saved, and how many you've yet to find.

Written By BRIAN NICHOLSON



[Above] Abe can carry rocks and chuck them at mines to make them explode, but don't let him get too close. At the very least he'll get knocked off his feet, but he could lose his head.



[Above] Operating these turning valves usually makes a couple of things open – watch out for stray laughing gas. [Inset] Awww, there's nothing you want to save more than a pale little blind Mudokon. Gotta love 'em.

With recent advancements in 3-D graphics, the focus has been purely on immersive, virtual reality style gaming over the past few years. Flat 2-D stuff is seen as the format of yesterday, so much that Sony was once seriously reluctant to allow Team 17's multiplayer classic *Worms* to appear on US PlayStations, for fear of harming the next-generation image of the machine.

It came as something of a surprise then when *Abe's Oddysee* blew everyone away last autumn. Not only was it 2-D, it was a platform game – probably the most saturated game style in the history of all things. By now you know how good *Oddysee* is, and *Exoddus* is really a kind of update to the original that tells another Abe story as the saviour of his race.

NO MINERS

[Above] If you've played Delphine's brilliant *Another World* or the followup *Flashback*, you'll recognise some influences in *Abe's Exoddus*. Some gameplay elements are similar too.

BONEWERKS

Having successfully shut down the meat processing plant (Rupture Farms) Abe turns his attention to another massive industrial operation on Oddworld, the Soul Storm Brewery. In this dark and dirty health and safety nightmare, a potent brew is made from ingredients that are kept secret from the brew's sole consumer, Abe's species the Mudokons. Through some spooky spiritual visions, the ugly blue guy discovers that those evil Glukkons are up to no good once again – they're concocting Soul Storm Brew from the tears and bones of Mudokons!

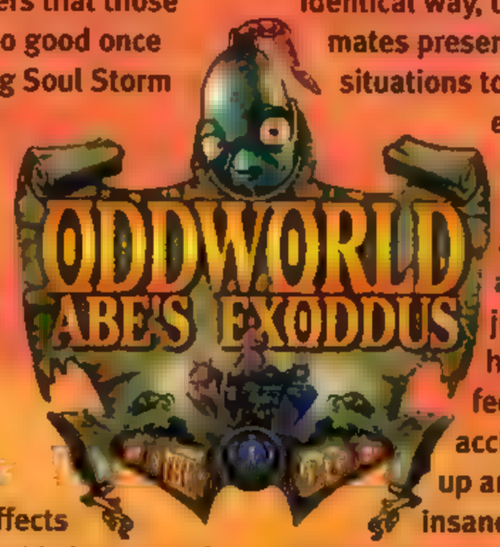
The brew is distributed free to the hard-working Mudokons via hundreds of vending machines, and although they get horribly drunk and sick, they just can't stop guzzling the stuff at every opportunity. This affects how you play *Exoddus*, and is just one of many problems that complicate your job of saving the little blighters far more than anything you faced in *Abe's Oddysee*.

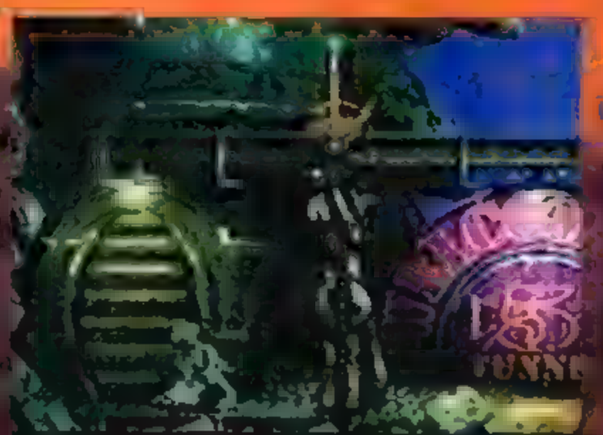
It works in the same way in that you open magic portals to set Abe's friends free, but if those you're trying to save are drunk, high or dangerously depressed, it's far less straightforward.

> "Scenery and characters of incredible quality..."

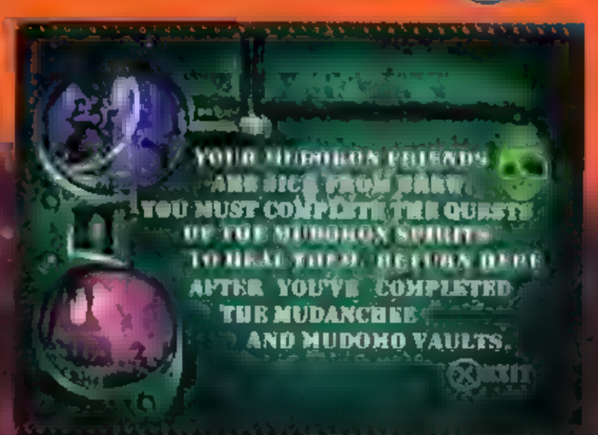
SCRAB VAULTS

Although the game looks much the same and Abe himself works in an almost identical way, the mental state of his mates presents a series of taxing new situations to get stuck into. Nearby enemies can be possessed as before to make use of their speech, weapons and abilities, but there are loads of problems you just can't solve with a handy host body. Workers feeling the effect of an accidental gas leak will run up and down, giggling insanely instead of doing what you ask. Dangerous behaviour around bombs, sleeping guards and motion detectorsis displayed, so they need a smack in the mouth to bring them to their senses! Some who are angry about being mistreated or depressed over the loss of a co-worker need a





[Above] Bone drills have got to be deactivated to stop the blind miners getting shredded.



[Above] To break you in easy, *Exoddus* teaches you how to do most things as you go. How thoughtful.

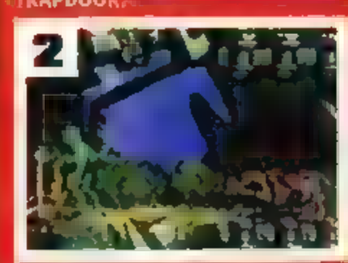
[Above] The ability to possess the weird and wonderful cast of other characters is one of the best elements of both *Oddysee* and *Exoddus*. Even Glukkons aren't safe this time round!

[Above] Bad to wander into yourself, but great for incinerating bothersome enemies, these electric beams are fierce indeed. [Inset] Doh! If you hear a beeping noise, watch your step – there'll be a bloody mine somewhere!

MUTT JOB!

The rabid dog type things are a nightmare to take care of. Here's what you're supposed to do with some of them. Almost.

1 Tease one down through the trapdoor.



2 Lead him to the electric blaster.

3 Pull the lever, before this happens!

comforting hand on the shoulder and a soft "sorry" to become responsive to your "hello" and "follow me" commands. Enter the wrong combination and slap one of the depressed guys and you'll often end up with a suicide on your hands – heart-breaking. With some Sligs (the semi-mechanical armed guards of Oddworld) now airborne and packing grenades, yet more problems stand in your way. Now that you are sometimes dealing with a whole room full of chaps who are in need of saving thanks to Abe's new ability to address everyone on screen ("All o' ya!") you are assured of hair and sleep loss.

THE NECRUM

Harder it may be, but the truth about *Exoddus* is that it's so enchanting you'll be relishing the prospect of every coming puzzle. The developers have surpassed themselves again with scenery and characters of incredible quality, bringing an enormous level of detail to each and every screen. As was explained to us by the Oddworld Inhabitants development team, the astonishing splendour of the locations is just not possible yet with texture mapping and polygons, so the 2-D thing is actually working in their favour. The same goes for pre-rendered individuals such as Abe who are solid, organic, and move perfectly.

[Above] Murdering the innocent (and not so innocent) is all part of the fun. As gruesomely as possible...

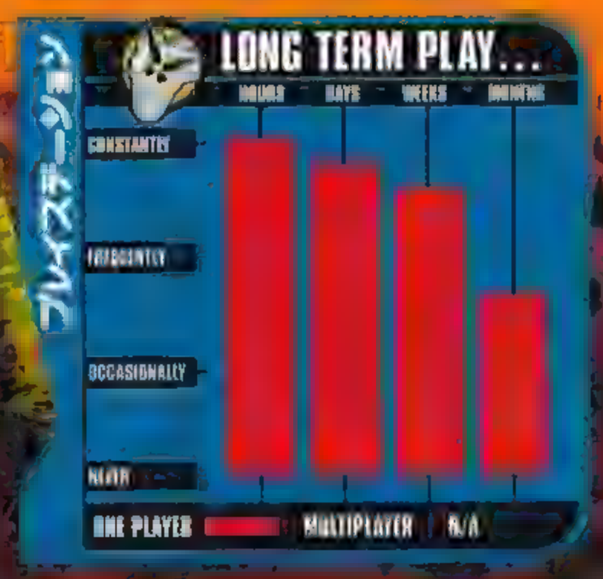
In addition, the eight big locations in *Exoddus* are linked together with some wonderful video scenes that draw on the computer graphics and motion feature production skills of the Oddworld Inhabitants team. These amusing and lovely filmettes are about the only FMV sequences you'll happily see a few times...

FEECO DEPOT

There are other improvements besides the more varied and challenging gameplay. Practical things like a save-anywhere Quicksave to minimise time spent retracing old steps after plunging down a hole or wandering into the path of a bone drill. Comical things such as the explosive gas clouds which Abe can fart out after sucking down a bottle of the brew. And tricky things like blind workers, intentionally blinded so they can't see they are mining for the bones of their ancestors, who will walk right off a ledge to follow your voice if you don't say "wait!" in time.

"Relish the prospect of every coming puzzle!"

A magical adventure in every sense, *Abe's Exoddus* stands oversized head and boney green shoulders above all else. It's ingeniously complicated and so long they had to put it on two discs! Essential gaming.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
PARAMITES	

92%

Supersedes *Oddysee* as the must-have platformer

Alternatively:
Abe's Oddysee 90%
Heart Of Darkness 81%

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- Rage Racer
- Rally Cross
- Rapid Racer
- Ray Racers
- Ridge Racer
- Ridge Racer Rev
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- San Francisco Rush
- Speed Racer
- Speedster
- Street Racer
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- V-Rally
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- Shadowmaster
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- Time Crisis
- Twisted Metal 1 & 2
- Vigilante 8
- Warhammer: Dark Omen
- Worms
- X-Com 'Terror from the Deep'
- Xevious 3D
- Z

PLATFORM GAMES

- Abe's Oddysee
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- Crash Bandicoot 1 & 2
- Croc
- D
- Death Trap Dungeon
- Excalibur 2555AD
- Fade to Black
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- Firo & Klawd
- Forsaken
- Frogger
- Gex & Gex 3D
- Gunship 2000
- Hercules
- Jersey Devil
- Jumping Flash 1 & 2
- Klonoa
- Kula World
- Lemmings 3D
- Lucky Luke
- Monopoly
- Pandemonium 1 & 2
- Parappa the Rapper
- Pitfall & Pitfall 3D
- Pro Pinball
- Rascal
- Rayman
- Riven: The Sequel to Myst
- Rosco McQueen
- Sim City 2000
- Skull Monkey
- Spider
- Spot Goes to Hollywood
- Suikoden
- Super Puzzle Fighter 2
- Swagman
- Tetris Plus
- The Lost World
- Theme Hospital
- Theme Park
- Time Commander
- Tomb Raider 1 & 2
- Treasures of the Deep
- War Craft 2

BEAT 'EM UPS

- Bio Freaks
- Bloody Roar
- Bushido Blade 1 & 2
- Cardinal Syn
- Criticom
- Dark Rift
- Dead or Alive
- Dynasty Warriors
- Fighting Force
- Marvel Super Heroes
- Mortal Kombat: 3,4, Sub Zero & Trilogy
- Nightmare Creatures
- Psychic Force
- Rise of the Robot 2
- Soul Blade
- Spawn
- Star Gladiator
- Street Fighter Alpha 1, 2 & Ex Plus
- Tekken 1, 2 & 3
- The Incredible Hulk
- Tobal Number 1 & 2
- Toshinden 1, 2 & 3
- Vs
- War Gods
- X-Men: Children of the Atom
- Zero Divide 1 & 2

SPORTS GAMES

- Actual Soccer 2
- Adidas Power Soccer
- Dead Ball Zone
- FIFA '96, '97 & '98
- Jonah Lomu
- Madden NFL '98
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- NFL '97
- NHL Face Off
- Three Lions
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- WWF War Zone

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SAN FRANCISCO RUSH

SAN FRANCISCO RUSH? SAN FRANCISCO RUSHED MORE LIKE. AVOID THIS RISIBLE RACER AT ALL COSTS.

The streets of

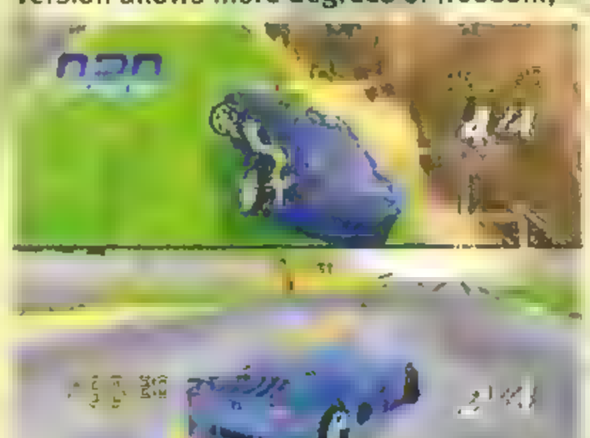
San Francisco may be ideal for hair-raising, sweaty-palmed car chases, but what *San Francisco Rush* has going for it you could count on the fingers of a man who's had all but one of them removed. Other than the fact that the Options screen spilleth-over with a multitude of different ways to race, there's precious little to keep your pulse racing. The graphics are rougher than a two dollar whore riddled with acne and the control system is pretty hideous too. Pop-up, er, pops-up all over the shop and the cars themselves (other than neat reflective rear windows) are devoid of detail.

The problem with the handling is that the CPU seems to adjust everything for you. Where the N64 version forced you to handbrake turn around every corner due to the restricted turning, the PlayStation version allows more degrees of freedom, but it compensates far too much – even on the higher difficulty levels. Flips, spins and all of the gigantic leaps through the air are all choreographed with gusto... by the computer. So why can't the player be given more control?

PLAY information

Publisher: GT Interactive
Customer support: 0171 486 5099
Price: £39.99
Release date: Out now

[Above] Lighting effects aren't real-time, especially 'rays of light'.



[Above] If you can be bothered, the two-player mode is link cable compatible or split-screen. Wow!

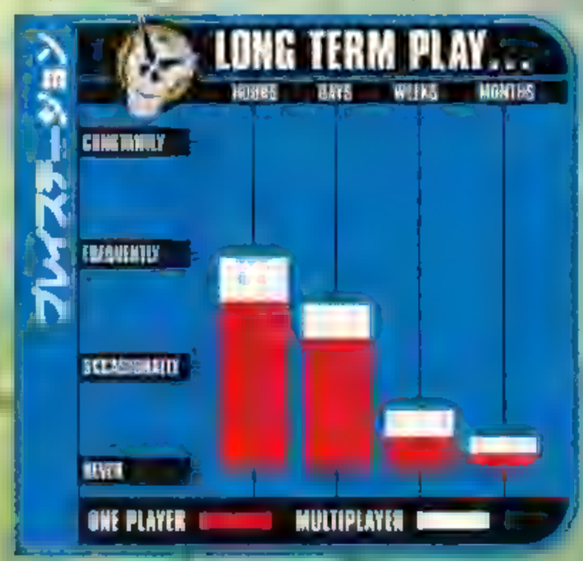
[Above] Pop-up occurs around every corner and the horizon is extremely short due to the hideous fogging effect. Arse! Other racing games have this eye-sore licked – there's no excuse!

[Above] Witness the awful lighting effects on the night courses. [Inset] Crash and burn and you're treated to a pretty picture of the swift demise. If only the in-game graphics looked as good! Sadly, they're remarkably average.

"There's little to keep your pulse racing..."

DASHING BACKWARD

San Francisco Rush offers a surprisingly bountiful array of options. It doesn't alter the fact that it's rotten to play in the first place, but if you're perverted enough to put yourself through the grinder, there are about half-a-dozen modes to tinker with. In Extreme mode the cars show damage, 'Circuit' and 'Gran Prix' offer full seasons, 'Time Pickup' litters the tracks with time extensions and strangest of all is Explosive mode, which totals your motor as soon as it so much as grazes anything. Collect the hidden keys found within each track and new (equally risible) cars are made available.



The game encourages players to use the short-cuts and ramps to outwit opposing cars, but if you've got *Gran Turismo*, *Colin McRae Rally* or anyone of a handful of superior racing games, you'll keel over laughing at the ineptitude of *San Francisco Rush*. No other console has set such a high benchmark for quality racers and this is way, way short in every department.

PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●○○○○○○
VALUE	●●●●●●○○○○
RUSHED	●●●●○○○○○○

45%

Not quite the worst racing game of all time...

Alternatively:
Gran Turismo 97%
Colin McRae Rally 93%

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ACTUA TENNIS

NOT ANOTHER TENNIS GAME? ALL YOU NEED IS NAMCO'S SMASH COURT TENNIS, RIGHT? WRONG! GREMLIN HAS SERVED UP ANOTHER WINNER...

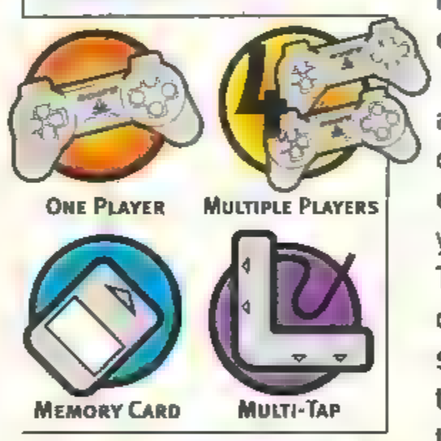
Written By TOM SARGENT

Play this for half an hour and believe me, you'll think it's a steaming pile of cack. The graphics are mediocre at best, the control sluggish and the commentary – although conducted with supreme professionalism by Barry Davis – is haphazard, consisting of random comments pulled out of the bag at inappropriate moments. A funny thing happens about two hours into playing, though. You master the serve, get in sync with the tempo and timing of the shots and bingo, before you can utter "How much for a punnet of strawberries?" everything clicks into place.

Actua Tennis isn't going to win any awards for ground-breaking motion capture techniques – they're excruciatingly slow and initially makes you want to ram the controller through the TV screen. No, it's in the subtle, yet deceptively simplistic gameplay that it scores a base-line winner. I was convinced that the team responsible for producing the game would harbour the combined talents of every physicist in Britain to make *Actua Tennis* the most realistic and accurate simulation imaginable. Nothing could be farther from the truth.

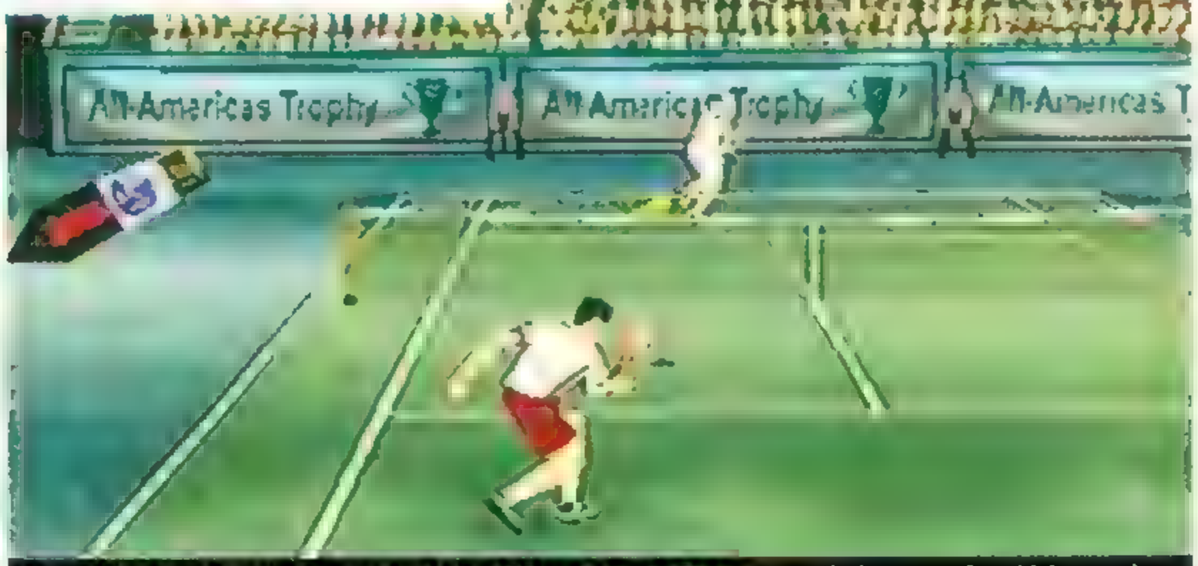
PLAY information

Publisher: Gremlin
Customer support: 0114 2738601
Price: £39.99
Release date: Out now



[ABOVE] Create your own globe-trotting star (male or female).

"*Actua Tennis* won't blast you off the court."

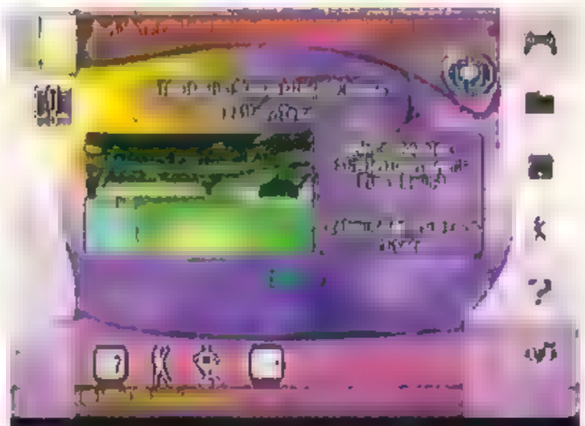


[ABOVE] You can adjust the camera view to five different presets. The most practical ones are from high up and behind the players, but the close-in view looks the best, although judging shots is much harder.

NEW BALLS PLEASE

What made *Smash Court Tennis* such a joy to play? It was the no fuss controls that left you gagging for just one more go. They consisted of a lob, top-spin, back-spin, straight return and a bit of after-touch with the serve. And that was it! Fortunately, Gremlin hasn't meddled with this simple formula and as such the fun has been retained along with a brilliantly conceived power bar 'service-o-meter'. All the usual trimmings we've come to associate with an *Actua* title such as multiple camera angles, a huge choice of players and the option to create your own players are in there too.

You can toggle away to your heart's content – lengthening the trace of the ball through to sound of the crowd and the commentator. Sometimes your player appears to be nowhere near the ball when returning it, but this is something you accept. This technique is crucial to learn if you really want to whip the ball across court and wrong-foot your opponent. *Actua Tennis* won't blast you off the court in the same way that Namco's classic did, but it's not far behind and it offers far more bells and whistles that'll keep you playing for hours on end.



[ABOVE] Choose to play in an impressive array of tournaments or one-off friendlies.

[ABOVE] Plug in a Multi-Tap for the best possible action. Four-player chaos is a guaranteed laugh. It's tricky at first, but you'll soon get used to the control system and start having fun.

PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●●○
BALLS	●●●●●●●○○○

76%

Not quite an ace, but still hits the 'sweet spot'

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Smash Court Tennis 86%
Sampras Extreme 90%

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ACTUA GOLF 3

HAVE WE HAD IT 'UP TO HERE' WITH GOLF SIMS AND FIRESIDE CHATTER WITH ALLIS AND ALEX HAY?

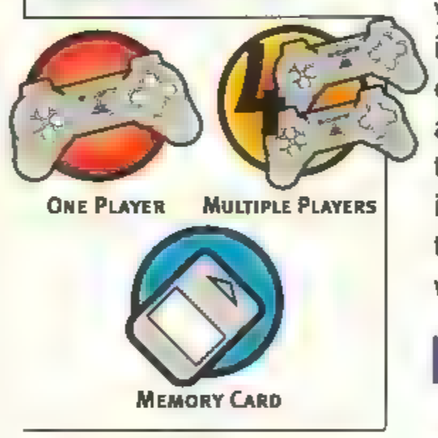
Written By TOM SARGENT

When the Ed mentioned that he wanted me to partake in a bit of swinging and possibly a foursome, imagine the look of sheer disappointment on my face on learning that it involved reviewing the latest evolution of *Actua Golf* instead of hanging around one of Bournemouth's seedier nightclubs and then 'getting stuck in' at one of those fashionable wife-swapping parties.

Having said that, *Actua Golf 3* is easily the most comprehensive package of the three, even if it does look worryingly similar to the others. Put it this way, if you've purchased either of the other two, is there any need to take more than a curious glance at these pages and leave it at that? Well, there's the small matter of the excellent new Dual Analogue controller interface. For bluff old traditionalists, there's the familiar Swing-O-Meter ™, whereby you press one of the facia buttons at specific points to plop the ball onto the green, but the new system simulates the motion of actually swinging a club and in doing so creates the illusion of playing a round without ever having to haul your lazy behind onto the fairway.

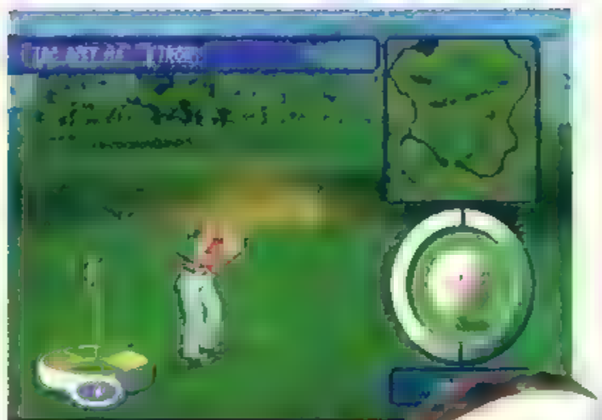
PLAY information

Publisher: Gremlin Interactive
Customer support: 0114 2738601
Price: £39.99
Release date: Out now



[ABOVE] You've got 20 seconds to take a shot in Clock Golf. A kind of speed chess for golfers if you will. [INSET] The map in the top right corner is used to show exactly where you're aiming the shot. Well, not exactly.

> "It's easily the most comprehensive package!"

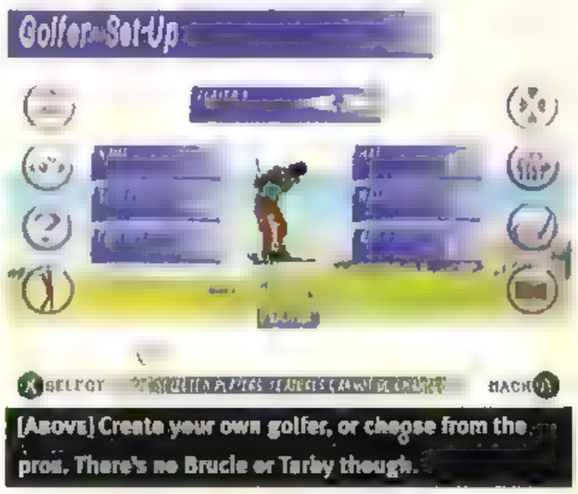


[ABOVE] Use the red cross-hair to apply top or backspin. Then wallop!

WRONG TROUSERS

There's also a welter of novel options to whet the appetite of even the most gristled old pros. Besides the expected Practice, Stroke, Match and Skins preferences, there's a couple of new challenges in the form of the pun-tastic Foursome, Fourball Clock and Flag modes. They're all variations of standard golf game, but really keep you interested by adding a bit of lightweight entertainment. So replacing polished golf shoes for clown's boots, Flag Golf, for example gives the player a 28 handicap, so if the course par is 72 you have a 100 shots in which to

[ABOVE] The running-around-and-looking-chuffed gestures are cool.



[ABOVE] Create your own golfer, or choose from the pros. There's no Brucie or Tarby though.

[ABOVE] Apply a bit of backspin via the Dual Analogue pad when there's a downhill slope on the green. In the long term, you get so much more satisfaction from the Analogue method.

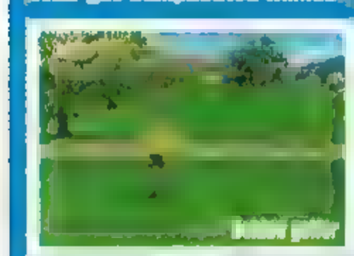
[ABOVE] You don't have to be conventional with the camera settings. Look at this idyllic setting to tee off from. One of *Actua Golf 3*'s strengths is in the sheer number of views available.

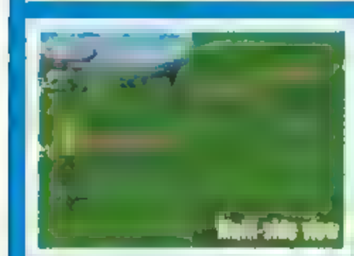
[Above] To get out of the bunker in one piece, you've got to be deadly-accurate with the sand wedge. Unless you stop the moving bar exactly on the red line, the ball will be scuffed.

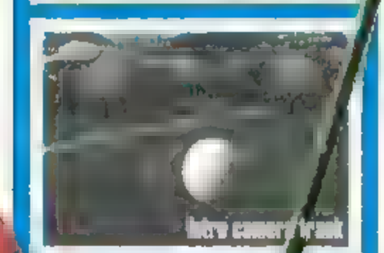
[Above] Putting is much easier using the tried and tested 3-button combo, but more realistic/satisfying using the Analogue technique. [Inset] Fred Couples looked dejected as he trudged away from the green.

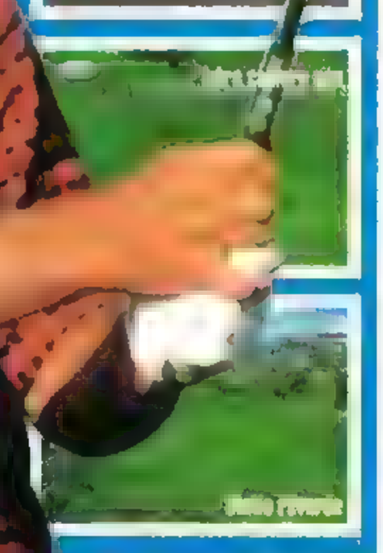
ACTUA CAM 3

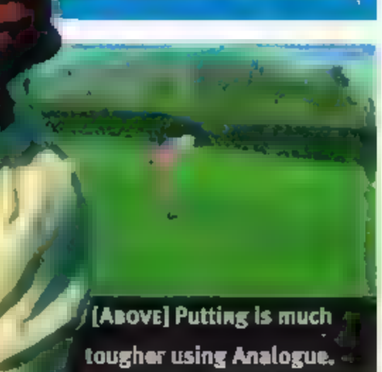
Amidst the billion or so replayable camera angles, we've sifted out a few of the more notable ones. It's a shrewder's dreamy, the sheer number on offer. They've even got complicated menus.

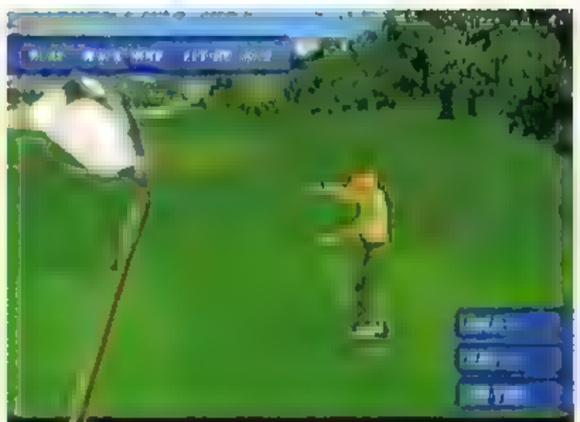

Follow golfer


Half-side view


Intro camera track


Hole flyover


[Above] Putting is much tougher using Analogue.

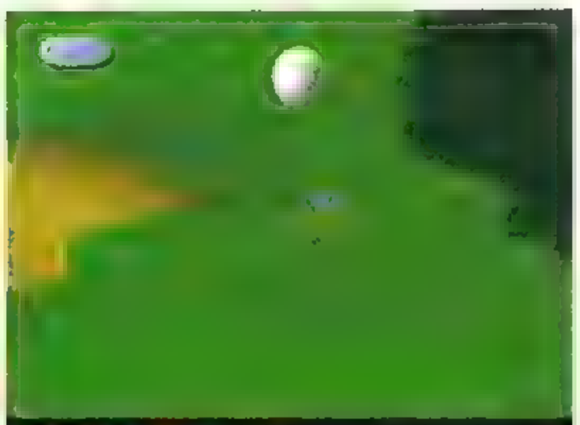

[Above] "It was this big!" cried Greg Norman. Each player has a number of groovy animations...

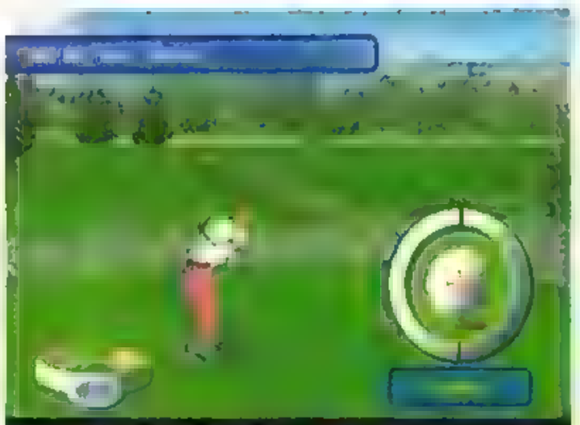
complete a round. Foursome lets you and any three other players compete against each other on any of the eight new courses. Clock golf gives you 20 seconds from putting the ball on the tee to completing your shot. This is hilarious when played in drunken multiplayer mode raising the panic-stricken hook and slice quotient to new heights. More serious golfers can participate in the Amateur Tour and if successful, go on to the Pro Tour and even the Pro Tour+; we're talking being able to compensate for fluctuating hurricane winds and all-round pin-point accuracy or you may as well pack up your tartan pants and head off to the 19th hole.

ALLIS NOT WELL

The golfers still look ragged (where's the hi-res?) but their range of animation is pretty good. As for the courses, they're still not what you'd call outstanding. Surely Gremlin could have attempted to make them a little bit more realistic by adding a few spectators and more detailed scenery?

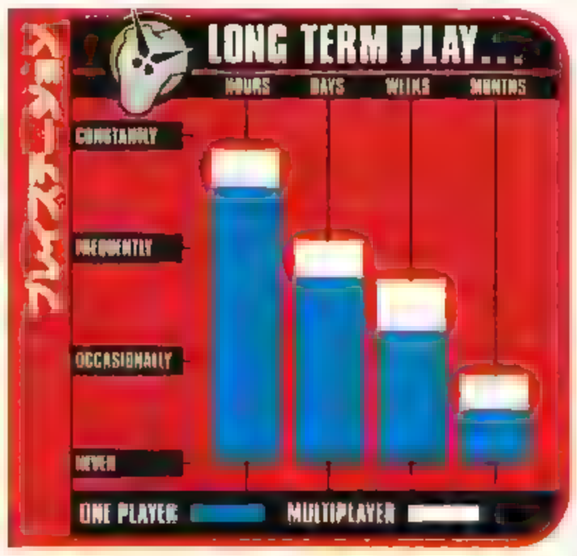
[Above] Watch the replays via the great dual or treble screen boxes. This really adds to the atmosphere.

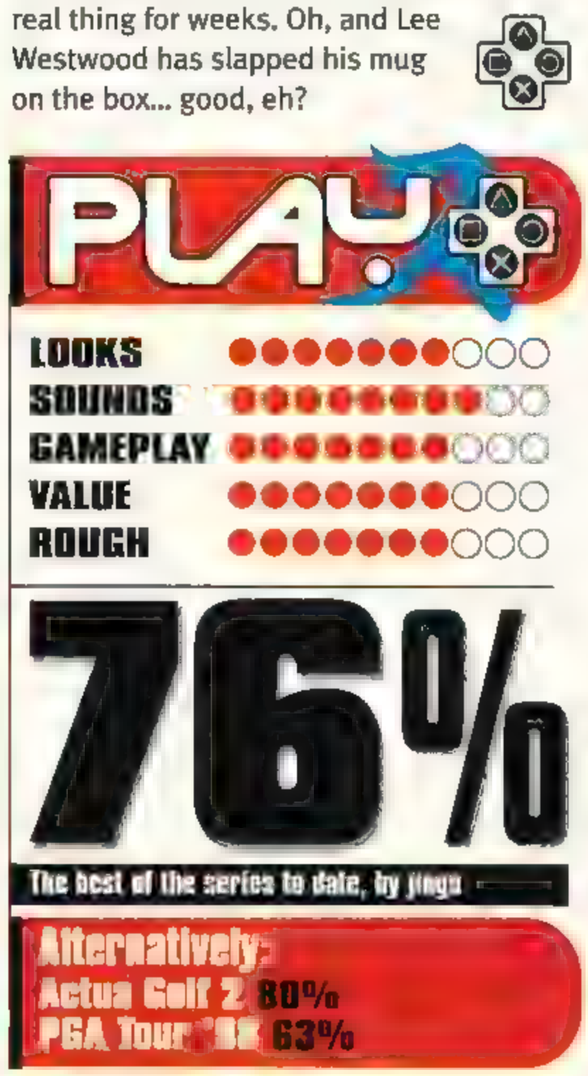

[Above] Watching the ball fly gracefully into the camera in front of your golfer is a nice touch.


[Above] Practice your accuracy with the stick on the driving range. Eee, it's tough going you know.

This may be being picky, as the gameplay is excellent, but this is the third game in the series and as such should have much better graphics besides gameplay enhancements. The water effects and reflections are much better, as is the commentary of Allis and Hays, but the manner in which the trees shuffle uncomfortably in the breeze and the fact that you wait an eternity for each loading sequence underlines that there's still room for improvement.

No doubt work has been started on number four, but we've just endured *Lethal Weapon* Bore (sorry, 4) so maybe the omens aren't so good! Should you part with the readies for *Actua Golf 3*? Just to complicate matters unnecessarily, perhaps not if you've got number two, but bare in mind there's an superb new control mechanism and stacks of options, tournaments and other fun-lovin' distractions to keep you away from the real thing for weeks. Oh, and Lee Westwood has slapped his mug on the box... good, eh?





LEGEND

[Above] Crossing the bridge, walking the streets, in fact any where you go you can be sure that trouble will follow you. Just slice it in two pieces to stop it! [Inset] Kill, kill, kill!

MORLOCK THE SOUL THIEF HAS KIDNAPPED THE KING, TOKAVIA IS IN PERIL AND YOU MUST SAVE THE DAY.

Written By **BEN LAWRENCE**

Cast your mind

back to a dangerous time. A time of mystical powers and wonder. A time when mist enveloped the world... about ten years ago to be precise. These times were fraught with evil doings, ruled over by the evil Thatcher dragon and inhabited by the now almost extinct animal, the side scrolling beat-'em-up. Now, the world has been saved from its hellish times under her tyrannical rule and her sadistic minions, New Kids On The Block, but something is lurking in the shadows. Let us delve deeper, brave warrior.

Legend is that shadow lurking mite, and quite a surprising little mite it is too. There are three chunky 3-D characters (including customary scantily clad vixen) and saving their beloved land from hordes of deformed mutants and the undead is what they're up against. The action takes place on the many winding roads that lead to Morlock's domain, and although the idea of having a sideways scroller is welcomed, it is just

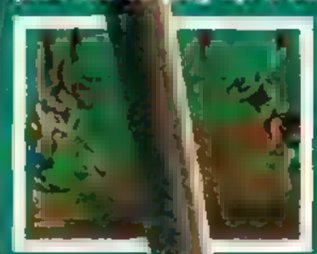
PLAY information

Publisher: Funsoft
Customer support: 07000 726 224
Price: £39.99
Release date: November '98

One Player · Multiple Players · Memory Card

REMEMBER WHEN MEN WHERE MEN?

Remember the original Hack 'n' Slash, Golden Axe? No? Here's some pics we've dug up from our dusty gaming vaults. It was fab, wasn't it?

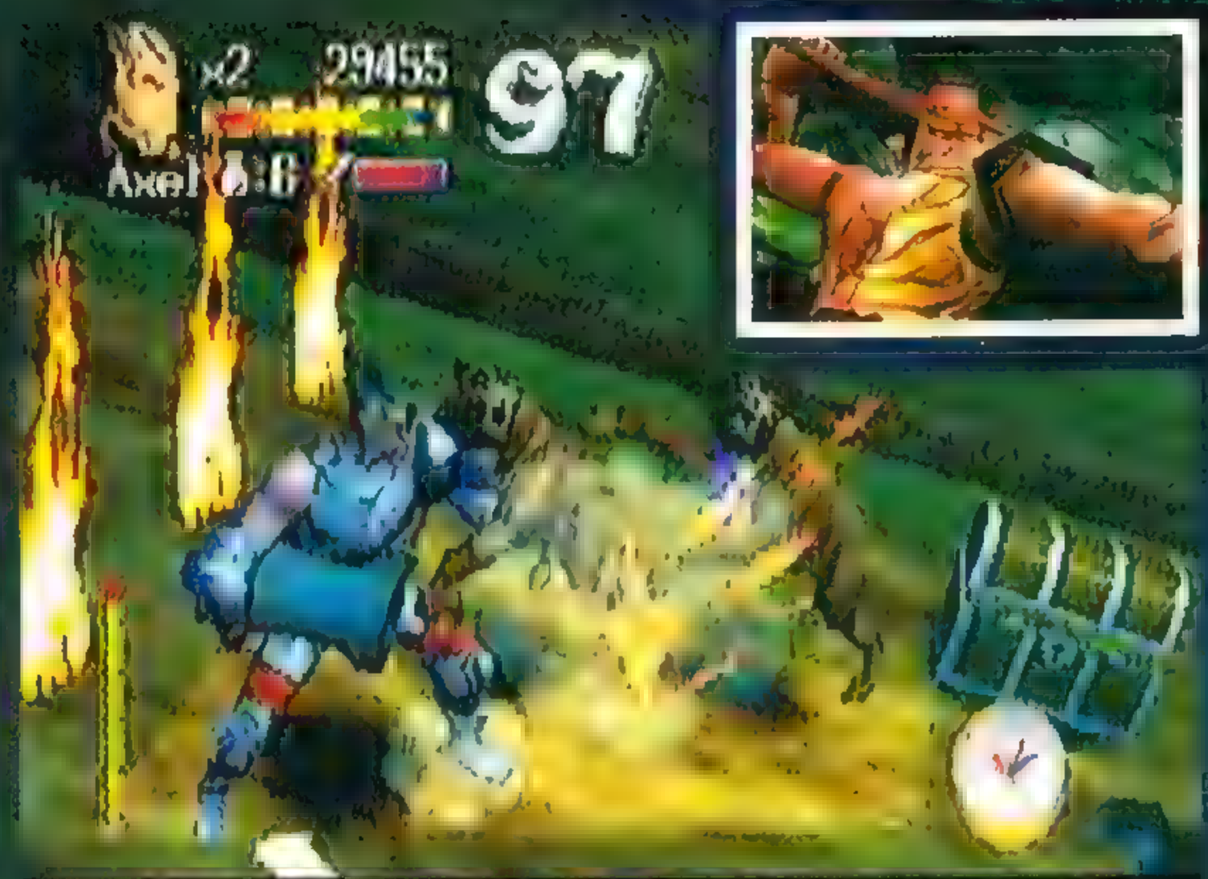


Ride the dragons and kill everything

That fury lady was new in Golden Axe

Golden dragond goodies when killed

[Above] Two on one is hardly fair, but a magical gauntlet may be handy in getting rid of them both. Either that or just punch their lights out.



[Above] Find a huge cannon, tuck it under your arm and show the guard dogs a thing or two. You cruel devil, they've only hungry. [Inset] The first of the end of level guardians. He looks a bit like Chuck rock. Remember?

"Looks like *Golden Axe* with it's balls dropped..."

slightly too side-ways. The areas in which the action takes place are suitably animated but the narrow fighting arenas are just too narrow, leaving little room for manoeuvring and they take place on one level only.

To confine you more, each section of the road is cordoned off with a fiery wall until you defeat all the enemies in that area. This does leave only one choice though and that is to fight your way out. N[illegible] problem over!

[Above] Looking well hard, and flapping his wings about, this horrid thing takes some beating.

GRIBBIT, GRIBBIT...

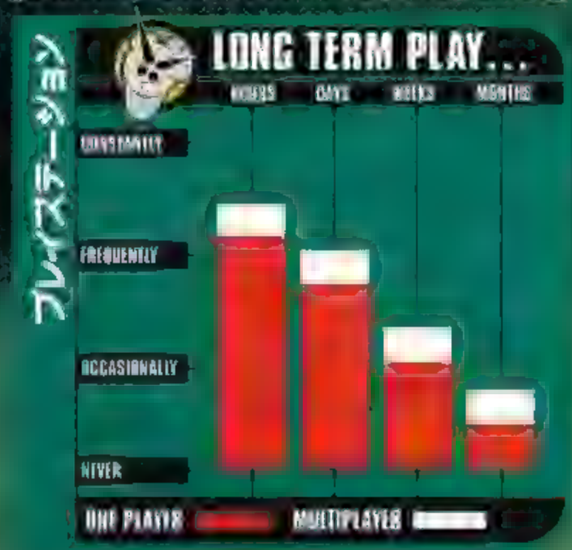
The characters handle well, but n[illegible] spot on positioning to make successfu[illegible]tacks on the enemies but to make thin[illegible]asier, you can select your warrior to automatically lock on to their e[illegible] and attack. Although this detracts from the choice of picking on who ever you want, its addition is original. Weapons are in plentiful supply, often just scattered around waiting to be used, and what a mess they make when they are used! You'll have enough decapitated heads to form your own bowling team. If your weapon is used too much though it will fall apart, leaving you to resort to old-fashioned fisticuffs and a pinch of magic.

Combos are just as effective as some weapons when carried out correctly and the magic is as impressive as you would expect in the [illegible].

[Above] Buying supplies means visiting this baldy bloke with a scar across his face. Hardly Tesco's is it?

GOLDEN LACKS

As you hack your way onwards in the Moss Side-style world you will soon release that although *Legend* looks like *Golden Axe* with its balls dropped, it is rather repetitive. The enemies change in size and appearance but the action becomes routine and ultimately, and we genuinely don't want to say this, boring.



[Above] To open the chests, simply raise them above your head and hit across the bad guy's chops.

If you like your gaming totally mindless and are just aching to see what an Alligator man looks like pleading for his life before you hack his noggin off, then *Legend* could do it for you. To those wanting a less linear, more challenging lump of gaming though, you'd be well advised to try before you buy.

PLAY

LOOKS	●●●●●●●●●●
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●●
VALUE	●●●●●●●●●●
SWORDS	●●●●●●●●●●

79%

Hack 'n' slash as it used to be

Alternatively:
Nightmare Creatures 90%
Fighting Force 83%

MUSIC

[Above] The beginning of our first attempt. It is heavy with riff icons which means it came in with quite a bang.
[Inset] The crazier the music the crazier the movies become. This piece was ever so slightly ambient dude.

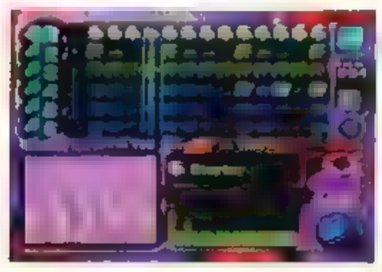
THUMPING CLUB TRACKS, TRIPPY AMBIENT MELODIES AND THE COOLEST EAR TICKLING TUNES ABOUT.

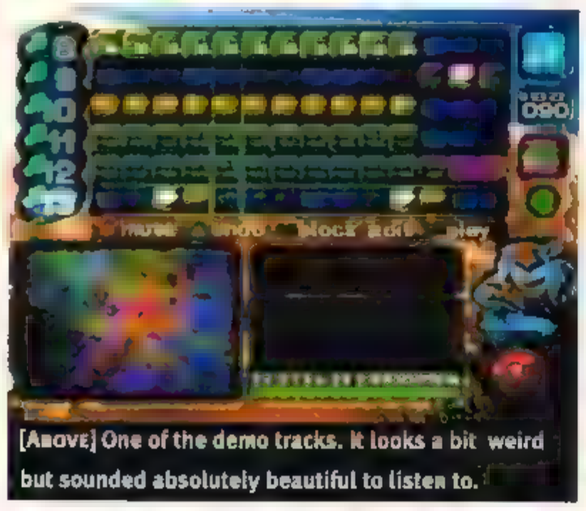
When this first arrived there was a pass the parcel around the office to see which poor schmuck would have to review this. It was a music maker. Who wants to be doing that when blasting some aliens or demons would be more fun? It was then that *Music* started to weave its melodic magic.

Turning to this with all the musical ability of a trout the riffs and tracks seemed daunting. Completely daunting! After a few minutes spent sniffing through the instruction booklet everything clicked into place and the initial minutes learning the correct buttons put to rest any doubts as to it's accessibility. This baby was designed for people to make friends with it.

PLAY information

Publisher: Codemasters
Customer support: 01926 814132
Price: £34.99
Release date: November '98





[Above] One of the demo tracks. It looks a bit weird but sounded absolutely beautiful to listen to.

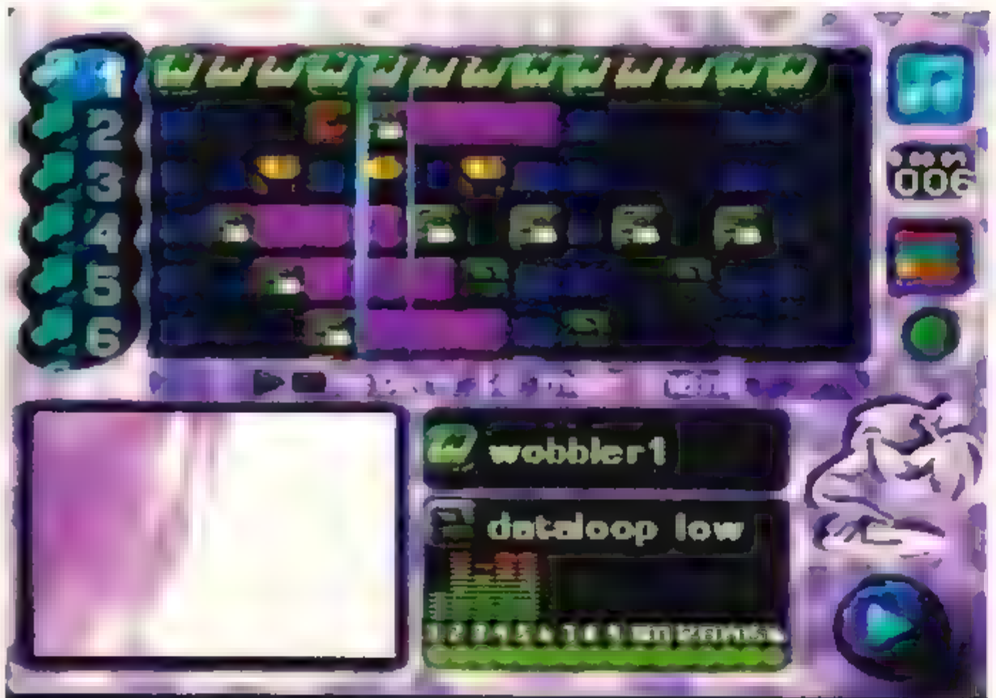
[Above] When tracks are laid over one another the movies become increasingly detailed and colourful.

SUB-WOOFER

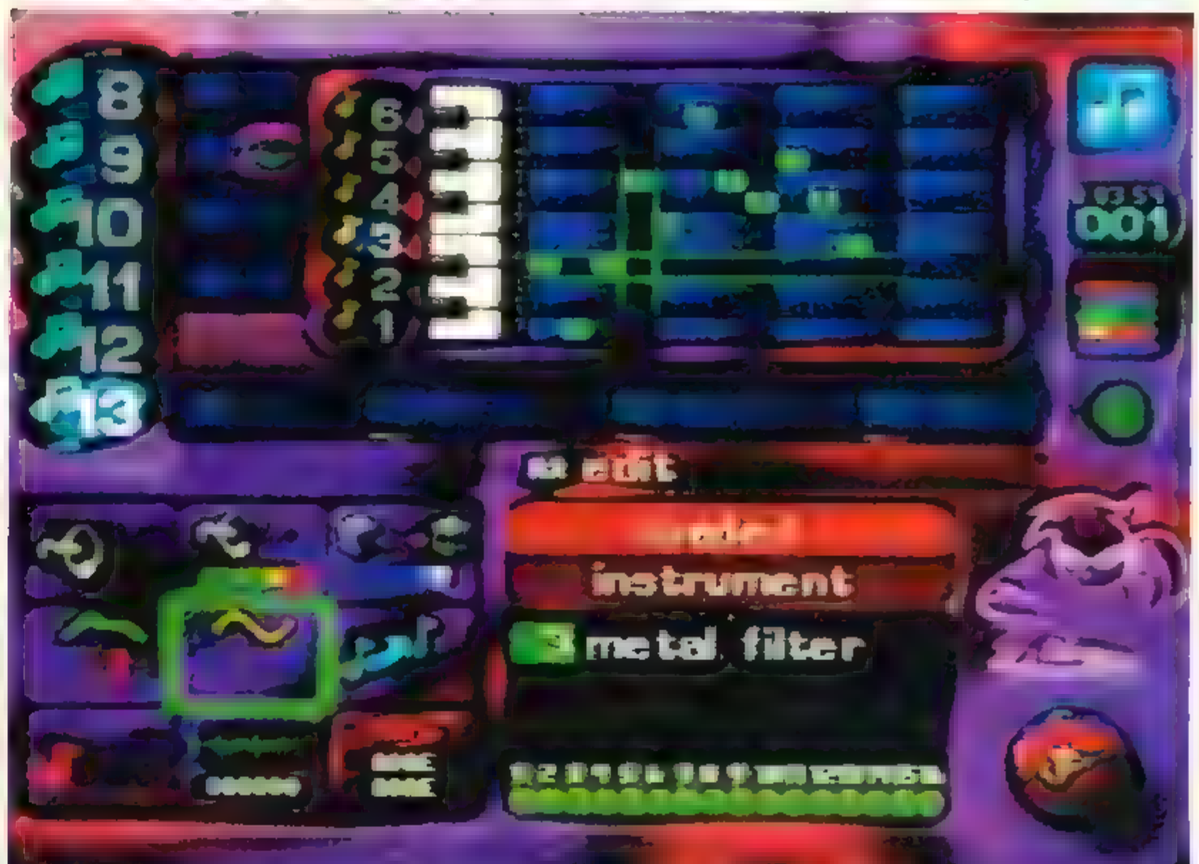
Basically *Music* consists of 16 tracks divided into sections. These sections can then be filled with riffs chosen from an extensive library of baselines, melodies, drumbeats, vocals, sound effects and just about anything else musical that you can think of. The tracks can then be laid over each other and played together to produce your music. The choice of musical riffs is superb, ranging from Happy House to Drum 'n' Bass each with their individual catalogue of sounds to create your tunes. Although we found it best to stick to one particular type of music, choosing riffs from any style and sticking them together can also be done. When our first tune was laid down it only consisted of a few tracks but the potential to create something big was already there.

> "The most concise such package on PlayStation!"

As the time progressed and layers of new tracks were built up, the sweetest sounds drifted from the PlayStation the likes of which *Fluid* could only ever have

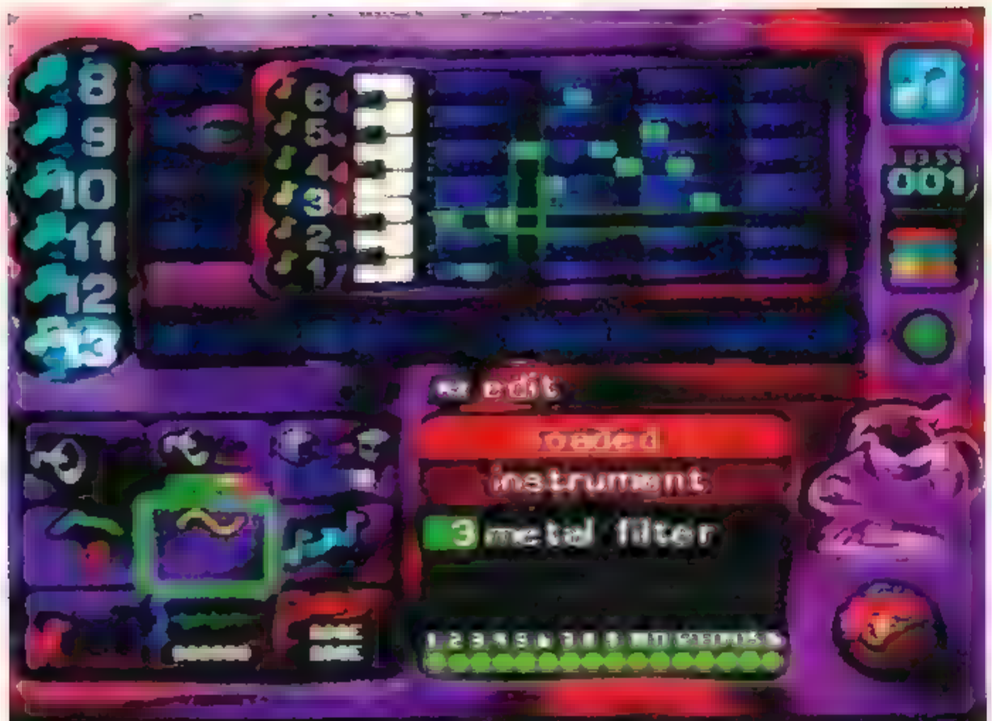


[Above] After the voice sample comes a melody and a small round of cymbals. Music lessons at school were never this interesting or fun. Your teacher nearly always had dandruff, too!



[Above] Create your own sounds! Take a sample of one of your favourite ditties then chop it up and change it around. The sounds then become infinitely adjustable and can be added to your already huge music library.

Written By BEN LAWRENCE



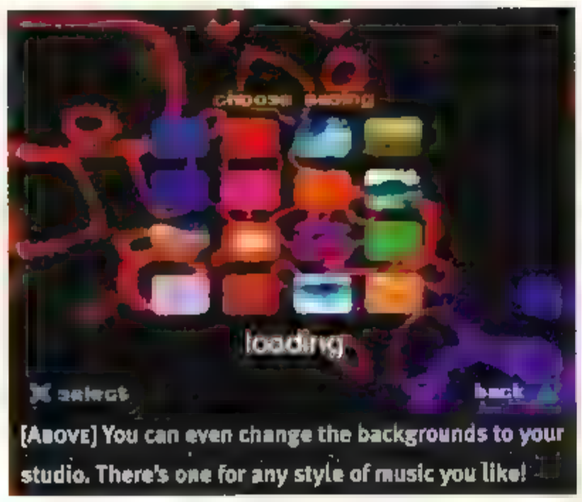
[Above] Choose the exact sound you want your riff to make then copy it and add it to your tracks. Simplicity in the extreme and very rewarding. You can alter everything you want to.

[Above] Produce your own videos, changing anything you want to get the greatest effect. The camera angles, colours and even backgrounds can all be changed. [Inset] We came up with this, a wavey red and blue thingy!

PROFESSIONALS

We asked DJ Rusty what he thought about Music, here's what he said...

"A FANTASTIC RANGE OF SAMPLES ARE USED IN THIS TRACK AND IT'S BEEN WELL CONSTRUCTED CONSIDERING IT WAS A FIRST ATTEMPT. THE PROGRAM SEEMS SIMPLE TO USE AND HAS A VAST NUMBER OF SAMPLES AND MUSICAL INSTRUMENTS WITH WHICH TO CONSTRUCT A BLINDING TUNE. Rock ON!"



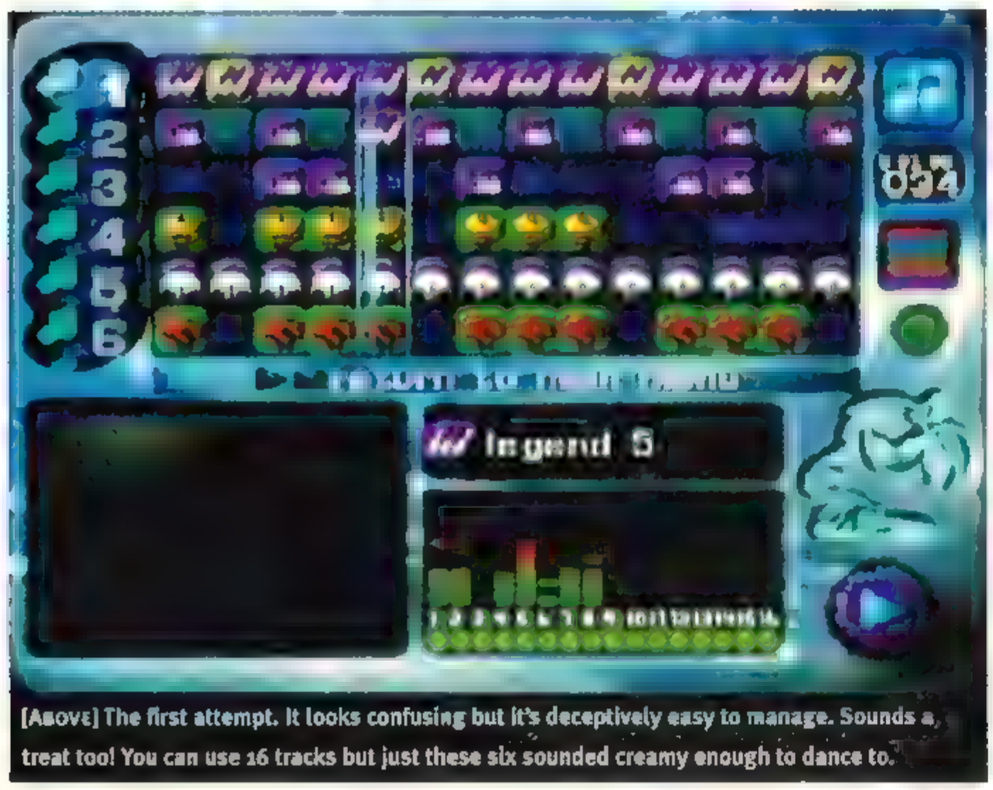
[Above] You can even change the backgrounds to your studio. There's one for any style of music you like!

wet dreams about. The sense of producing something genuinely professional is outstanding. When all the tracks are down you can feed it through your stereo and let the neighbours listen to your creation. We doubt they will knock on the walls, they are more likely to come round and join the party.

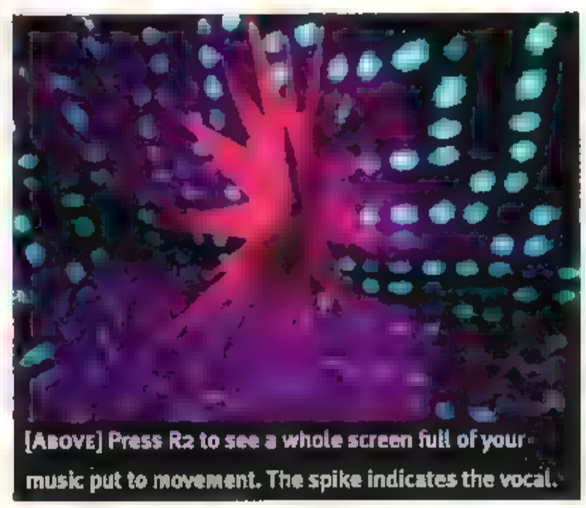
[Above] Multi-layer your movie icons for great colour and depth.

CHART TOPPER

Music isn't just aimed at the beginner though, for the professional the opportunity to create your own riffs from scratch is included. They can then be trimmed, extended and looped all to accommodate your individual taste.



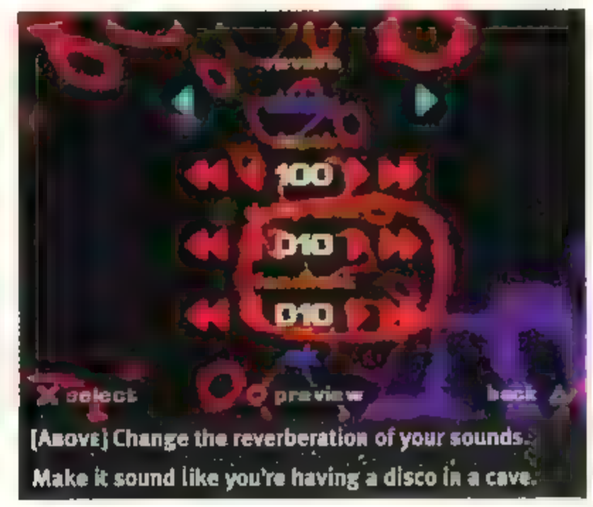
[Above] The first attempt. It looks confusing but it's deceptively easy to manage. Sounds a treat too! You can use 16 tracks but just these six sounded creamy enough to dance to.


[Above] Press R2 to see a whole screen full of your music put to movement. The spike indicates the vocal.

Although there are only 16 tracks (double *Fluid*'s) the tunes preloaded as demos were as good as anything that whistles through your skull when getting off your head in a club.

Music isn't just about making sounds though, hell, why not throw in a whole video editor as well? It works along the same principle as the music suite only the sounds are translated into movement and every camera angle and shape can be edited to your specifications. With both these elements *Music* has infinite possibilities to create the most varied collection of dance tunes and videos this side of Pete Tong's mixing desks.

This gorgeous CD not only transforms the most untalented wet heads into boil in the bag music maestro's but it confirms



[Above] Change the reverberation of your sounds. Make it sound like you're having a disco in a cave.

that the PlayStation is much more than just a games console.

Codemaster's should give themselves a pat on the back. This is the clearest, most concise music maker on the PlayStation. A sublime piece of work, it's variety and simplicity matched only by the exhilaration you get from using it. Absolutely exquisite.

PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●●●●
GAMEPLAY	●●●●●●●●●○
VALUE	●●●●●●●●●○
REMIXES	●●●●●●●●●○

90%

The very last word in music making!

Alternatively:
Fluid 73%
Baby Universe 22%

CAPCOM GENERATIONS 2

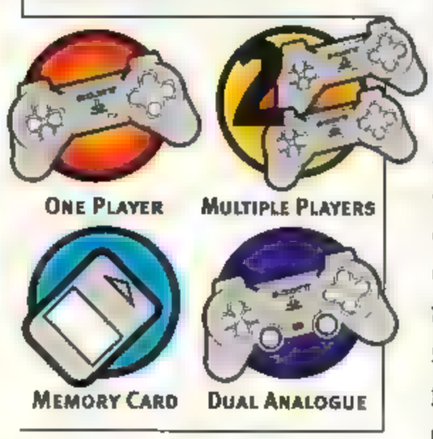
FIND US ANY GAMER WORTH THEIR SALT WHO DOESN'T LIKE THE GHOSTS 'N' GOBLINS TRILOGY AND WE'LL 'AVE 'EM.

If you're over, ooh let's see... 20, you'll remember the fantastic Capcom classic *Ghosts 'n' Goblins* from the arcades. It was so darn popular that it not only spawned two even better sequels (*Ghouls 'n' Ghosts* and *Super Ghouls 'n' Ghosts*) but it was also converted to numerous computers and consoles. These ports pushed the C64 and Mega Drive formats to fantastic new heights and the funny thing is (cue dramatic, teary-eyed speech) they're still as playable today as they were a decade ago. In fact, just over my shoulder Ryan is neglecting his editorial duties as I write, insisting on "Just one more go!"

All three games are similar in concept – scroll from left to right hopping up and down platforms avoiding zombies, ghouls, erm ghosts and big red demons. As you'd expect, each sequel looks far better than the last, but they all play precisely the same. Little touches change from game to game, such as the introduction of the double jump in *Super Ghouls 'n' Ghosts* and the general enormity of the bosses.

PLAY information

Publisher: Capcom
Customer support: Department 1 on 0171 916 8440
Price: £59.99
Release date: Out now



[ABOVE] Armed with the standard lance weapon, the heroic knight gives the skeletons some stick.

GHOST BUSTERS

Playing a bearded knight who all to swiftly loses his armour revealing a pair of polka-dot boxer shorts after one hit, you must use what ever weapons are made available to you – lances, knives, crucifixes and fire balls to knock out the tenacious inhabitants of each level. In all of the games you begin in a graveyard and progress through steadily more dangerous territory, where jumping huge chasms, negotiating fiery pits and timing jumps across suspended moving platforms are the norm.

It's unbelievably difficult to make progress, but there's that indefinable something that draws you back to try again. And again. When you finally manage to scrape through the relief is palpable. It'll be an odd feeling for younger gamers, due to the game's adverse toughness, but if you find the going a bit tough, you can change the difficulty level. There's a nifty gallery of art from the original arcade machines and also a run-down of the baddies. *Namco Generation 2* is insanely addictive and a fulfiling challenge...

[ABOVE] This is the sequel to the original *Ghosts 'N' Goblins*, the difference being that you can double jump and the ground moves a lot. [INSET] This is the scary first guardian in *Ghouls 'N' Ghosts*, a pushover really.

[ABOVE] A tricky section whereby you have to negotiate ladders whilst avoiding gobbing goblins.

"Insanely addictive and a fulfiling challenge..."

[ABOVE] Oops! Stripped down to his undies (the result of colliding with an enemy) the knight must take on the demonic hordes with no protection and armed only with a fruit knife!

PLAY!

LOOKS	●●●●●●●●○○○
SOUNDS	●●●●●●●●○○○
GAMEPLAY	●●●●●●●●●○○
VALUE	●●●●●●●●●○○
GHOULS	●●●●●●●●●○○

85%

Truly, a great arcade platform collection

Alternatively:
Capcom Generation 1 N/A
Namco Museum 4 79%

PLAY TO WIN
NEVER TO LOSE

wimp, jessie, wet, slacker, half wit, loser, thicko...

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C&C: RETALIATION

WAR! (WAR!) WHAT IS IT GOOD FOR? ABSOLUTELY NOTHING! WELL... APART FROM VIDEO GAMES THAT IS.

Written By ROY KIMBER

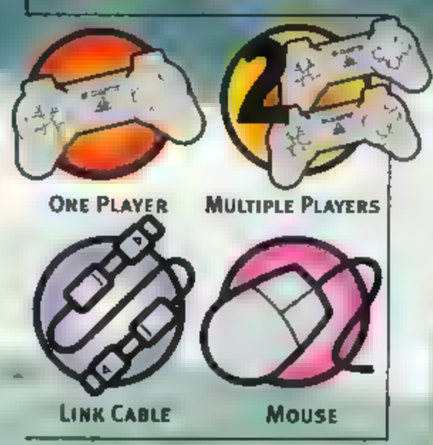
First there was *Command & Conquer*. It had some nice ideas, but on the whole was a bit slow and didn't quite hit the spot. Then there was *Command & Conquer: Red Alert*, which took the original concept, added a few new elements, tidied up the problems from the first game and met with resounding success. Now Virgin, following the virtually guaranteed profit-making formula of taking a successful product and adding a few new features (can you say '*FIFA*'?) brings us the latest in the *C&C* series, *Command & Conquer: Retaliation*.

Fans of *C&C* will know what to expect. Anyone who's been living under a rock for the last five years might not, so just in case, here's the deal: Gameplay-wise, *C&C: Retaliation* is a real-time strategy game. In other words, it's not turn-based and everything is happening as it would 'in the real world'. This means that while you're attacking enemy tanks on one side of the map, enemy forces might be pounding your naval base on the other side.

In general, before you can go to war, you need to build up your forces, and for this you need a construction yard. When you've got a construction yard, you can build a power plant. Build a power plant, and you can build a training barracks. Build a barracks and you can start training soldiers... get the idea?

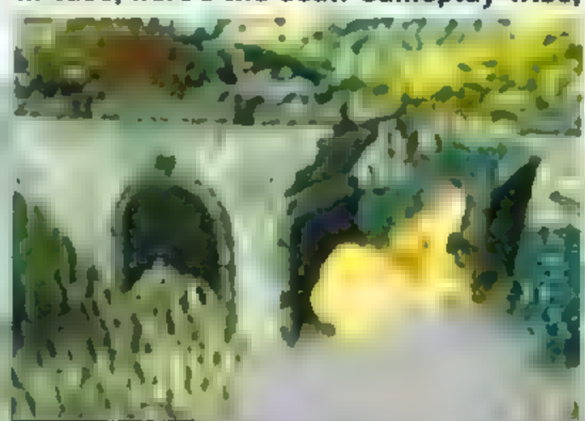
PLAY information

Publisher: Virgin
Supplied by: Department 1 on 0171 9168440
Price: £39.99
Release date: Out now



[Above] There are few things more satisfying than building up a huge force of tanks and troops in Skirmish mode and then sweeping in to wipe out an opponent's base. [Inset] Tanks are great, but they make big targets!

[Above] Dashing through the snow, in a small green army jeep!



[Above] One of the many FMV sequences in the game and the Allies have just blown up a soviet bridge...

[Above] In this mission you've got to take a convoy through enemy territory. That means no replacement tanks and no air support, just a handful of men and machines. And it's tough.

ATTENTION ALL UNITS...

Now that's *Command & Conquer*. As already mentioned, *C&C: Retaliation* takes the already-successful formula

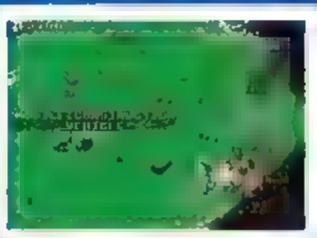
[Above] Some of the FMV sequences in *Retaliation* are beautifully designed. Just look at that gorgeous lorry! And that beautifully designed bridge! And the stunning ropes... Er, I'm afraid I'm not feeling well, I'm going to lie down.

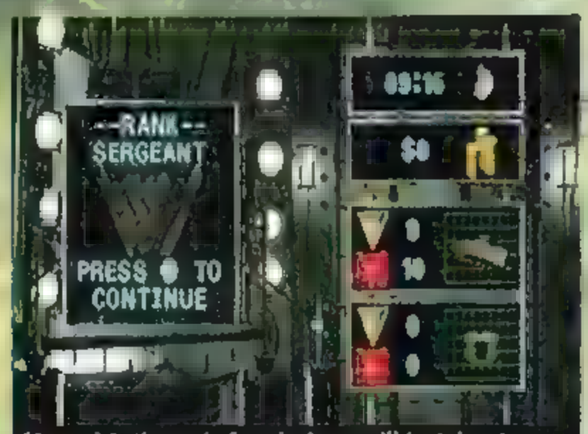
[Above] When construction has been running for a while, you'll soon find the place looking pretty crowded. It a good idea to mount defences to guard your facilities.

[Above] Build yourself a barracks, and you'll be able to train up a rocket soldier. These guys are useful against enemy armour. [Inset] Get yourself a submarine pen and you can build yourself a sub. Time to go terrorise someone...

BUILDING UP...

Missions that involve building up a large force first require a construction yard. If you don't start off with one, then you'll usually have a Mobile Construction Vehicle (MCV) instead. To get things started, move the MCV to a suitable location, ensure it's in an area large enough for building (a green screen with four arrows will indicate this) and click on the truck. Before you can say 'MFF' you've got a fully-operational construction yard and you're ready to start building!





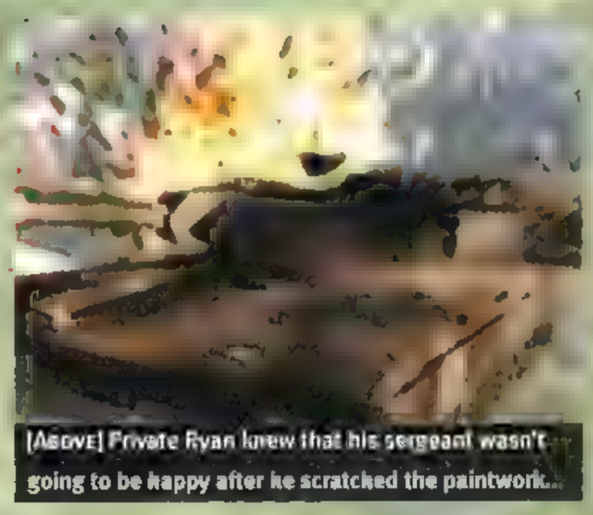
[Above] At the end of a mission you'll be taken to a status screen where you can see how you performed.

and adds to it. What this means is some new military hardware which we'll come to in a moment; and also a whole heap of brand new levels.

Missions in *C&C: Retaliation* range from massive regiment-level combat operations to small individual squad-level ones. The latter are often more difficult than the former, because you start the mission with only a few troops or vehicles and have no way of replacing them once they're gone. In this situation you can't just face off with the superior enemy forces, so stealth is called for.

One difference between *Retaliation* and previous *C&C* games is the level of difficulty. Put simply— *Command and Conquer: Retaliation* is bloody hard. This should please *C&C* fans who were a bit disappointed with the ease at which the *Red Alert* missions could be finished, but it has to be said that if you've never played a real-time strategy game, then *Retaliation* might be a bit of a handful.

"Takes the successful formula and adds to it..."

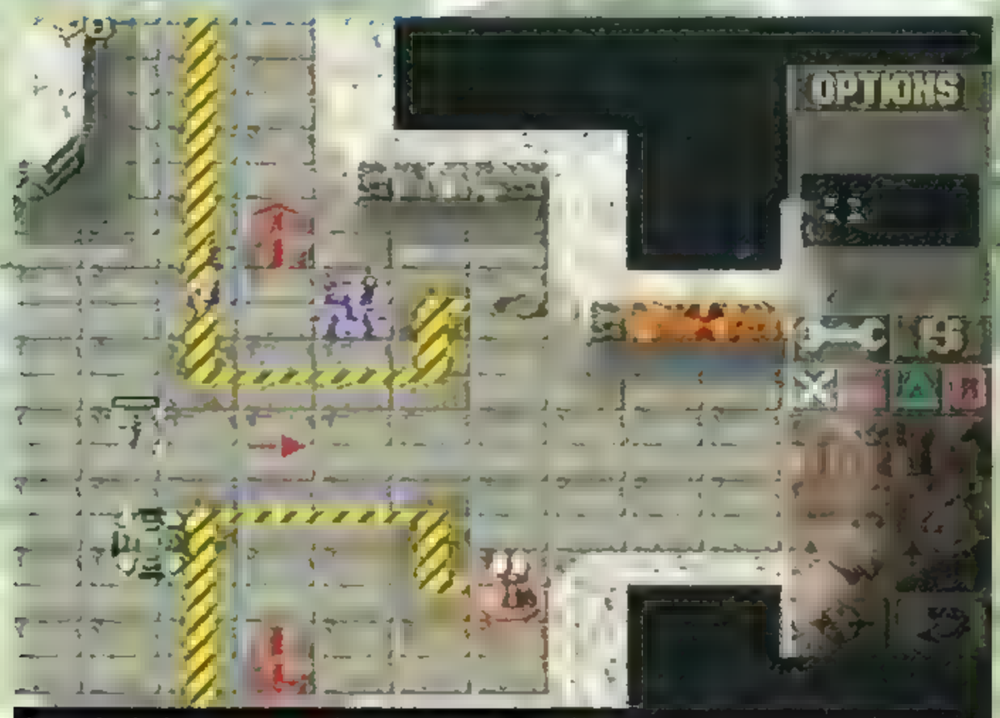


[Above] Private Ryan knew that his sergeant wasn't going to be happy after he scratched the paintwork...

DEFCON FIVE...

As already mentioned, *C&C: Retaliation* features some new military hardware. Troop-wise, the Allies get a Field Mechanic while the Soviets bring in Shock Troopers. Field Mechanics have the ability to repair vehicles in the field in much the same way as Field Medics treat soldiers. The Shock Troopers on the other hand are a fierce infantry unit with rifles that fire large bolts of electricity.

In the heavy department, the Allies get the Chrono Tank



[Above] This time your troops don't have the range or firepower to take out the turret on the bottom-right of the screen. You'll need to look elsewhere to disable it.

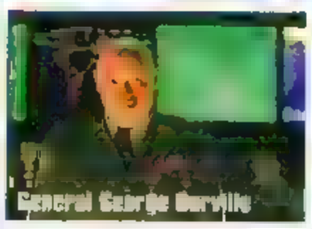
[Above] Some of the new weapons in *Command & Conquer: Retaliation* are particularly nasty. [Inset] An Allied tank strays a little too close to its target and as a result has a rather electrifying experience!

[Above] This mission puts you in charge of getting Greek leader Stavros to safety. If you're playing as the Soviets, the corresponding mission is to kill him.

[Above] On the later levels, you'll need to give your ground units air support. [Inset] Often after missions you get a short FMV sequence. This one shows the spy you just smuggled into a base taking out a Soviet sentry.

MAD MILITARY

Whichever side you fight for, you'll find that the Commander-in-Chief isn't very different. They're both bald. They both smoke. They're both not very fond of the other. Ok... and they're both just a wee bit unhinged. Are these the sort of people you want in charge of a massive military force with nuclear capability? Just think, somewhere in the world people like this have their finger on the button of the real nuclear trigger... Feel safer now?

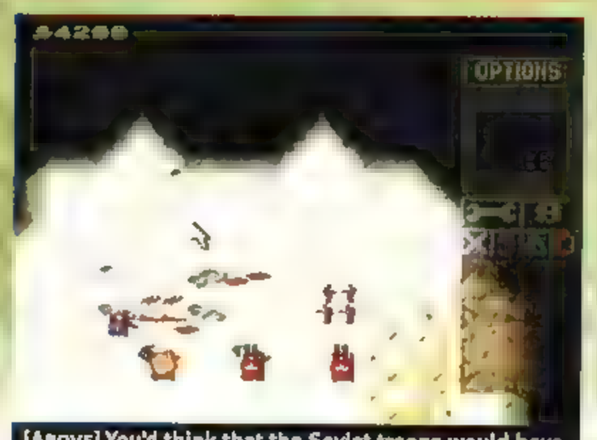


General George Carville

General Dmitri Tupolev

and Soviets the MAD and the Tesla Tanks. The Chrono Tank has rapid, accurate missile launchers, and can move instantaneously to any area of the battlefield and thus mount surprise assaults where they'll be least expected. The MAD – Mutually Assured Destruction – Tank is a kamikaze vehicle which builds up a massive charge and then explodes, decimating anything within a wide radius of its position. The only way to stop a MAD Tank once it's been triggered – aside from running away fast – is to destroy it. The Tesla Tank is much like a Shock Trooper in that its firepower consists of huge bolts of electricity.

"More of the same, but if it ain't broke, don't fix it!"



[Above] You'd think that the Soviet troops would have more sense than to wear red when fighting in snow...

SEEK AND DESTROY!

The other two new weapons are the Demolition Truck and the Missile Sub. The Demolition Truck is a drone unit which carries an atomic bomb set to detonate on impact or upon the destruction of the truck. The catch is that any impact can set off the bomb so it can as easily happen by accident back at base as it can in enemy territory.

The Missile Sub is a covert vessel with massive firepower that can hammer targets both at sea and on-shore. The wide range of one-player missions, the four-way Skirmish campaigns and of course the excellent link-up facility makes this game an excellent addition to the *C&C* series. It can't be denied that *C&C: Retaliation* is effectively more of the same, but then if it ain't broke, don't fix it! Now you too can appear in a naff PlayStation advert and announce 'I may only be a misfit, but I have commanded armies and conquered worlds'.

[Above] Skirmish mode is basically a four-way battle using the link-mode maps. It's a good excuse to go over-the-top and produce a huge army of men and machines.

PLAY

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BIO FREAKS

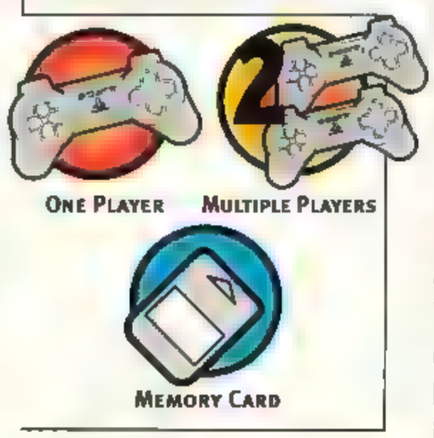
[ABOVE] Eat biological heavy duty bullets you flamey freak you! No I don't want a copy of the *Big Issue*! You can keep it! [BELOW] Ah, the Wheel of Fortune. Prizes include death by blood loss, maiming and a fortnight in Bognor. Bad luck.

HOLY KITCHEN UTENSILS GONE MAD! PART MAN, PART EGG WHISK, THE BIO FREAKS ARE HERE TO PLAY.

A beat-'em-up with guns and the ability to fly sounds promising, but these elements that should have made *Bio Freaks* classic material are the very features that prove to be its undoing. Let us explain!

PLAY information

Publisher: GT Interactive
Customer support: 0171 486 5099
Price: £39.99
Release date: Out now

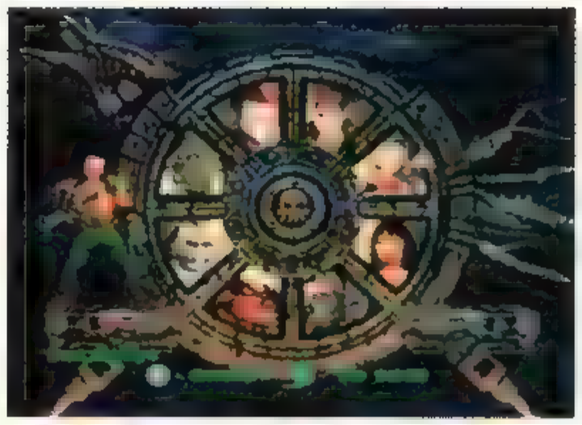


ISN'T IT BIONIC?

Set in a not too distant future... blah, blah, *Bio Freaks* features some truly original characters named after Gladiator rejects and their naughty fighting goings on. Each character possesses a special weapon, a means of getting their bio-bodies into the air and a decent enough amount of attack moves. It doesn't quite gel though. This is mainly because the whole idea of a beat-'em-up is that you're supposed to, well, beat-'em-up. When your enemy is darting around trying to pick you off you'd rather be slugging it out like the real half vacuum cleaner, half man that you are. The idea of household appliances combined with flesh is a fantastic idea though.

FREAK POWER

Despite stumbling at the first hurdle, *Bio Freaks* does run fairly smoothly and looks a decent enough piece of programming. Graphically it's also decent but nothing pant-wetting.



A nice touch is the use of different platforms in the arenas so you can fight and pummel your opponents off into the toxic ooze that normally waits for them. The end-of-game bad guys are extremely impressive and are challenging to say the least, consisting of a robot duplicate of your fighter and a mutha robot called Mutilator. These guys will take great pleasure in shooting your limbs off, and the blood, oh the blood! You're lucky if you've got all your limbs left after a bout. Team fights, first-person perspectives, training options and survival options add to *Bio Freaks* as well, but nothing really lifts it away from the feeling that it could have been done a tad better with more emphasis on close combat fighting. Instead you get the feeling that it is held together with a few insulating wires and a quick upgrade wouldn't have gone amiss.

> "Household appliances with flesh is a fantastic idea!"

As far as beat-'em-ups go though, it is certainly original and worthy of a look just for the twisted strange characters and weaponry that gets used. Not to mention the blood! Although it's no *Tekken*, as the general theme of the game goes, it's relatively decent.

Bio Freaks, the game with guns and flying characters that would have benefited from a few less guns and flying characters. Oh the irony...

LOOKS	●●●●●●●●○○○
SOUNDS	●●●●●●○○○○○
GAMEPLAY	●●●●●●○○○○○
VALUE	●●●●●●●○○○○
LOOSE WIRES	●●●●●●●○○○○

78%

Mutated, mangled, muddled mayhem

Alternatively:
Star Wars: MOTS 74%
Vs 72%

[ABOVE] The funniest clown you will ever see. Laugh as he explodes, giggle as he tears people limb from limb, comfort hysterical children as they wet themselves.

Written By BEN LAWRENCE

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ZERO DIVIDE 2

PLUG IN YOUR 6V POWER PACK AND FACE YOUR MECHANOID OPPONENT. ALTERNATIVELY, GO DOWN THE PUB.

Picture yourself in an office. The atmosphere is thick with tension. A dead line is approaching. It is a Friday. 5:15pm.

"Jones, I've had an idea. You know that game we knocked out a while back, *Zero* something or other?"

"Yes sir, it wasn't very..."

"Silence Jones, I think a sequel would be a good idea, more of those robot things, and make them look like animals!"

"Yes sir I'll get to it."

Quarter of an hour later. In walks Jones.

"Done it sir. I've just rattled it up on that old Acorn in the supply cupboard."

"Superb Jones, have it duplicated, here's a fat cheque, have a good weekend."

"Thank you sir. I'll knock up another three or four sequels Saturday morning."

PLAY information

Publisher: Sony
Customer support: [illegible]
Price: £39.99
Release date: Out now

[Above] Yes, they are ugly, they move badly, but keep on trying and you might be rewarded. Notice how bad the background is, there's even fogging on it. Fogging, on a 3-D fighter, now that has got to be a first. Well done!

LOW WATTAGE

Obviously the above conversation never took place but after tinkering around with *Zero Divide 2* we suspect something similar may have been said. Despite the very interesting premise of robot warriors doing the violence thing to each other, what struck us dumb was the feeling that *Zero Divide 2* was a completely wasted opportunity. Released in American and Japan quite a while back, Zoom should have been researching the opposition, learning the new features that would make the game work, touching up on the gameplay, backgrounds and characters.

Instead what they have ended up with is a game full of characters that lack basic moves, backgrounds consisting of neutral mundane shades and animation that when described as ancient should be interpreted as a complement.

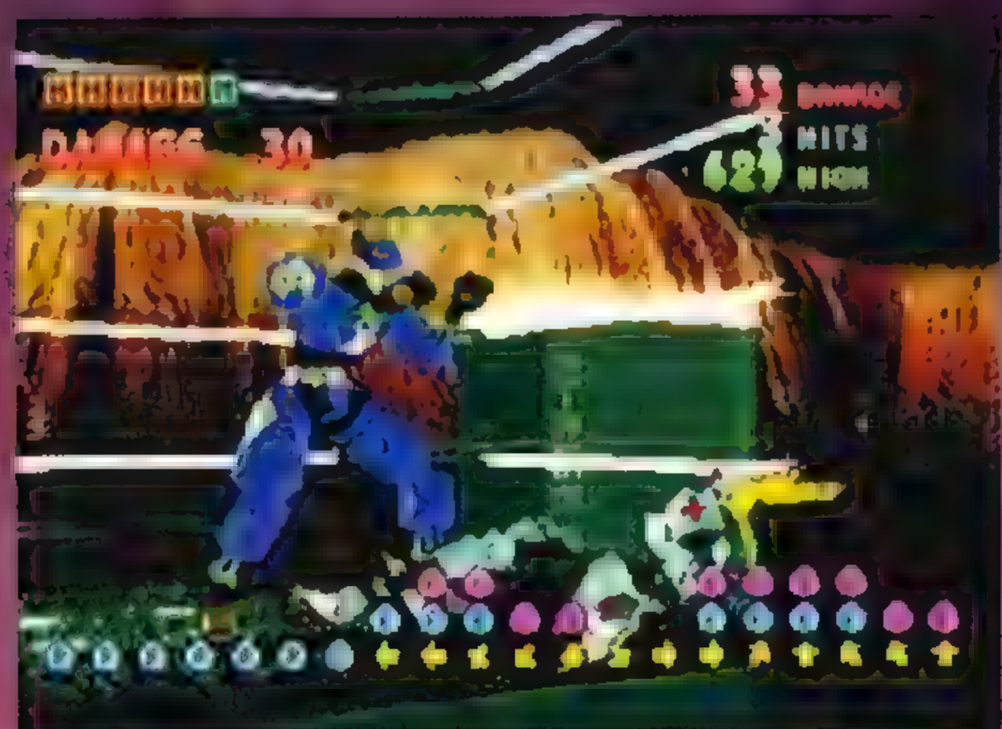
[Above] Don't worry about that electric fence. It's not turned on!

[Above] Choose one of the platforms to fight in. The ring-style arenas are best, you can chuck them out!

[Above] Getting thrown around in Antartica by a giant collection of jagged polygons, ah the fun these rietous robots have! Look closely and on the horizon you'll see a baby penguin.

[Above] Okay, so we know what the one on the left is, but any ideas about the purple thing on the right? Answers on a postcard... It could be a Mantis but we just don't know.

Written By BEN LAWRENCE



[Above] Practice your combos during training and they appear in sequence at the bottom of the screen. As you can see, this particular lot worked a treat and put the nurse down!

[Above] Draco uses one of his special moves against Cancer the Crab. Take any damage and you're left looking like a pile of bones [Inset] If you get knocked over the edge, try and hold on and get back up to carry on fighting.

SEPARATED...

[Above] Now that is one serious dose of crabs. This fella is a pushover though, despite looking rather fearsome.

[Above] A Scorpion with armour. He's not as hard as he looks though, just tread on him to finish him.

FROM ZERO TO...

Acknowledging that the warriors are robotic we will forgive some angular polygons, but watching a fighter's head hovering above their shoulders at the end of a bout isn't acceptable. If *Zero Divide 2* was to compete against any other 3-D fighters on the market, basic knowledge that there are such things as necks should be a prerequisite.

Despite looking quite the ugliest beat-'em-up around, when you manage to pull off some combos it is quite satisfactory to watch. One superb addition to the game,and it's only truly redeeming feature is the use of ring outs. When you are forced from the ring instead of falling straight out you can grasp at the edge and claw your way back in. Nice one.

Training is another interesting addition because you can allow your fighter infinite energy during two-player training. This obviously means infinite attempts at getting the best from your fighter before unleashing them. Another welcome aspect is the very visual damage that can be afflicted to one another, with huge lumps of armour springing off revealing what lies underneath the fighter's protection. Draco the dinosaur creature is nothing more than a collection of bones and electronic circuitry.

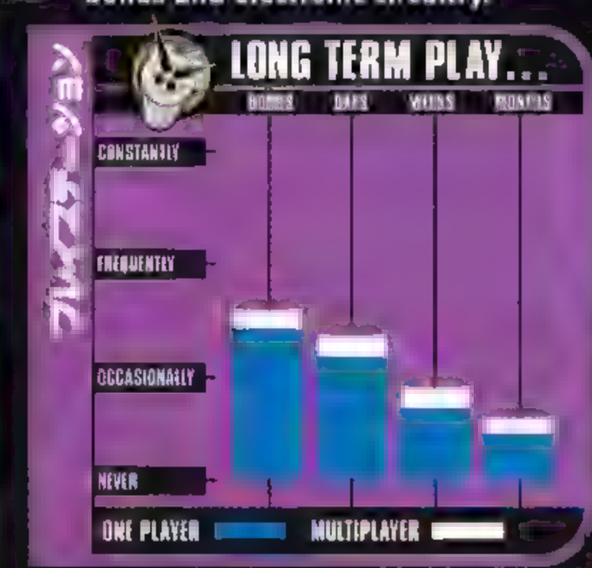
> "There is *some* gameplay hiding in the software."

BATTERIES NOT INCLUDED

The more playing time is spent on *Zero Divide 2* the better it becomes, and as deceivingly bland as it may appear at first, there are some choice cuts in there. We doubt any self respecting gamer would persevere at such a length though when it is obvious from the outset that *Zero Divide 2* would be lucky to leave the shelves. If you are tempted though, and can see past it's hideous exterior there is some gameplay hiding deep within the software. Be warned, it's very, very deep down.

[Above] Kick, punch, run, jump... Really, who cares?

[Above] Blam! Eat that you crazy whisker licking cat woman! Stop her from clawing the carpet.



PLAY

LOOKS	●●●○○○○○○○
SOUNDS	●●●●○○○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●○○○○○
SPANNERS	●●●●○○○○○○

53%

For die hard robot wars fans only!

Alternatively:
Tekken 3 97%
Soul Blade 86%

NASCAR '99

IF YOU LOVE THE SMELL OF PETROL, DRIVING 'ROUND IN CIRCLES FOR HOURS AND CRASHING INTO WALLS, EA HAS THE PERFECT REMEDY.

Big brown skids! Insultingly bad redneck rock, testosterone-fuelled competitors and the smell of burning rubber. Not, I hasten to add, a recruitment campaign for the Village People, but the latest addition to the *Nascar* series.

You've gotta hand it to EA, it knows how to keep the hype engine revving and as the latest releases are proving (*Future Cop LAPD*, *Moto Racer 2*) the quality keeps on spiralling to new heights.

Nascar '99 is yet another example of this. Only last year fanatics of driving-around-bland-circuits-on-left-hand-lock were treated to what we unreservedly announced was the total '*Nascar* experience'. It appears we were wrong, as the '99 update sends last years version crashing into the barriers. Let's pull on our fire-proof pants and find out why.

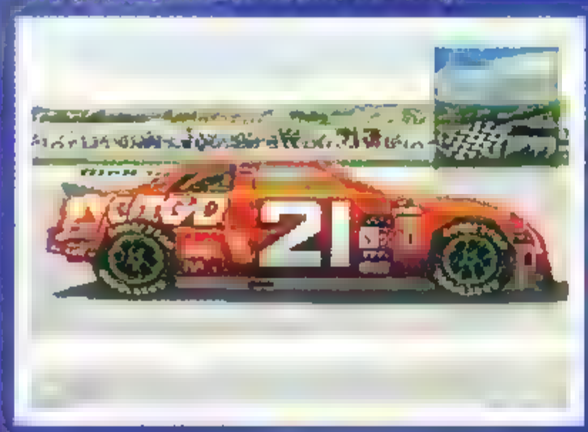
[Above] You can set the damage to On, Off or Limited. Set the damage to On and it's virtually a simulation. Imagine driving for 100 laps like this! Stock up on all addictive substances first, you're going to be there quite a while!

PLAY information

Publisher: Electronic Arts
Customer support: 01753 549 442
Price: £39.99
Release date: Out now

One Player | Multiple Players | Memory Card | Split-Screen | Dual Analogue

[Above] Use a Dual Shock controller and feel those bends and bumps as you burn rubber.



KEEP DIGGIN'!

For a start, the four-wheeled gas-guzzlers look fitter than a butcher's dog – every darg one of 'em is gleaming with a 256 colour hi-res shine, as opposed to '98's lacklustre also-rans.

The tracks themselves are still devoid of detail, but the game engine handles the increased number of cars (24 no less) exceptionally-well. Heck, there's even a couple more external views thrown in, but most of the line-tuning has been done in other, less obvious areas.

Pitting is one area that needed correcting and now players can choose between Long and Short Pitstops. With the latter option, one fuel pitstop is needed for a 16-lap race and if necessary, you can pit during cautions and once there, choose between a two or four tyre changes. Phew!

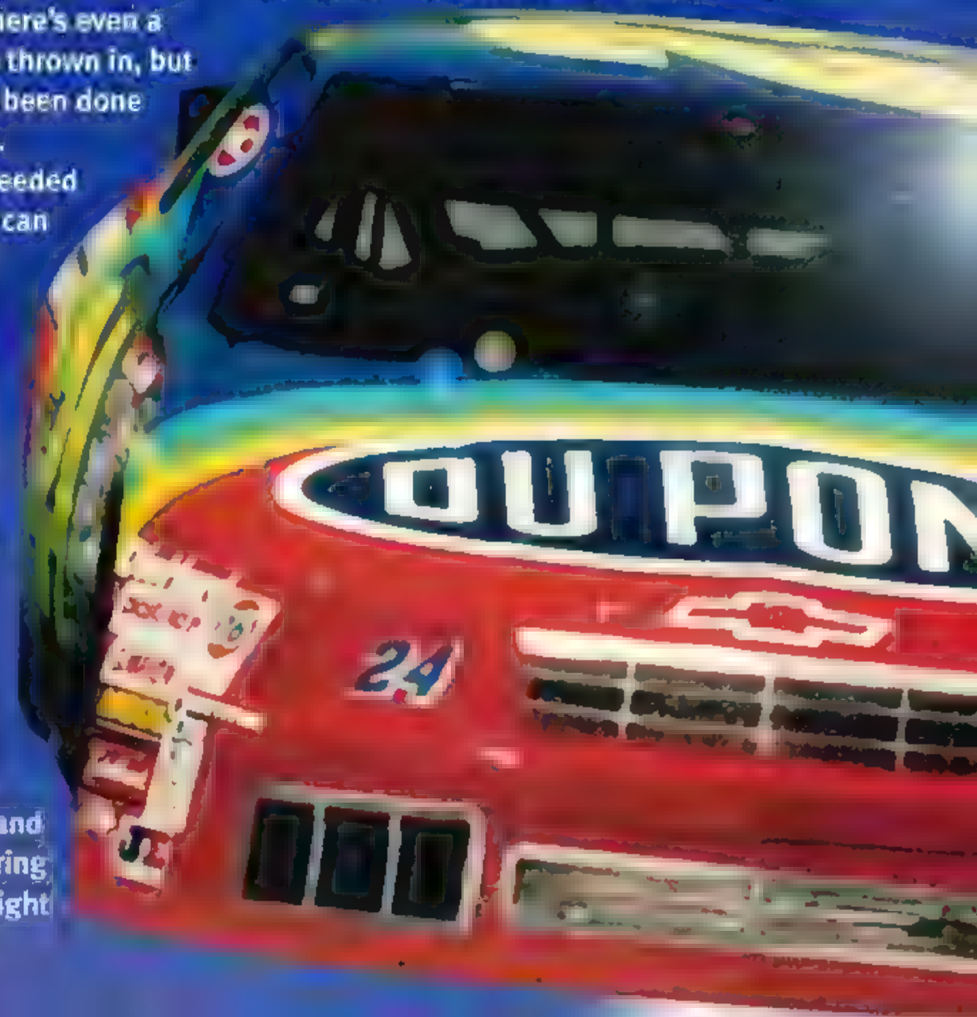
For the technical tweakers amongst you, further enhancements are available in the Car Setup screen. Tyres shocks and weight bias can be altered and more significantly, the steering wheel can be locked from eight degrees to twenty. And boy does it show on track – you can swerve like a drunk, compared to the 'stiff' '98 handling.

"It's the last word on the sport on PlayStation..."

We all know Americans like to talk... and talk... and talk, but there's just no stopping EA's new 'audio engine with two-man play-by-play'. The pit crew chief and the 'spotter' (your rear view eyes as your car doesn't have a mirror) bombard you with often inaccurate gems such as "Stay high!" "Stay low!" or the heart-warming "Keep diggin'!" Bless 'em. This certainly adds much needed strategy elements to what normally constitutes hanging on in there for lap after lap on left-hand lock.

And this is the problem with *Nascar '99* or any other version for that matter. Is it fun to play? If you're a fan, of course it is.

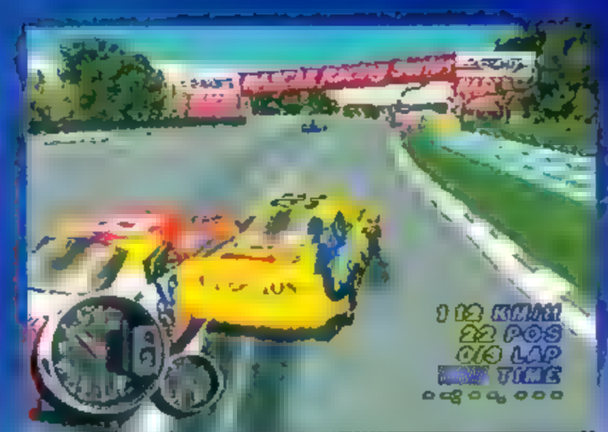
[Above] This is what we like to see – spinning out on the dirt with an exposed engine. The car physics and behaviour in general have been improved, which adds immeasurably to the fun.



Written By TOM SARGENT

DUMMIES...

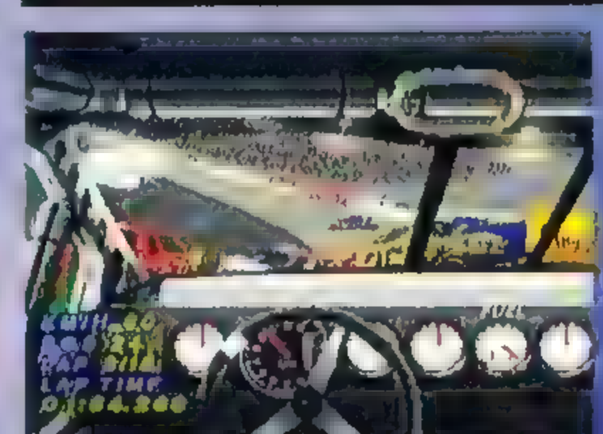
There's a tried and tested experiment to test out the crash sequences and that's to drive around the course backwards. Here's one we tried earlier with our ever-ready and willing crash test dummies...



[Above] *Nascar* is all about using your opponents' slip streams and edging past them on a straight.

[Above] The cars look gorgeous in hi-res and cast real-time shadows. [Inset] Customise the car to your own specification. Wheel lock, rear spoiler, shocks, tyre pressure and weight jacking can be tweaked.

[Above] You can test out the track and get a feel for it before going for qualification.



[Above] See the cars pile up in front of you from the spiffy cockpit view. Arrgghhh!!!!

[Above] Sometimes you've got to smash other cars to get past. The things people do to get a space!

[Above] They go up-tiddly-up, up. Bouncing viciously across the concrete ovals is part 'n' parcel of *Nascar*.

[Above] Crashes, spin-outs and smoking tyres look better than ever. We still haven't seen a car physically blow up yet!

[illegible] ar. There are seven [illegible] this year and three of [illegible] Charlotte and [illegible] night racing. Unfort[illegible] of the 17 official tracks cons[illegible] ling concrete oval circuits and hardly any twisting and more interesting tracks that Formula 1 has to offer. The attention to detail is absolutely gob-smacking.

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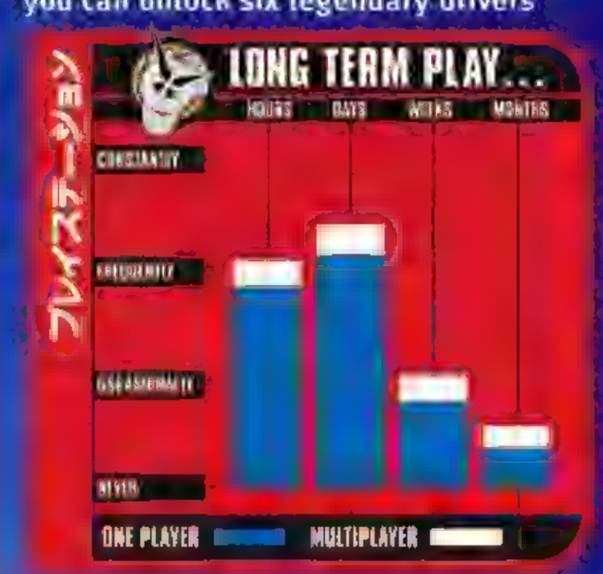
Everything from car mechanics to changing the superior AI means that you can set up your car to exacting specifications and find the one that suits you best. Crashes are spectacular, you can unlock six legendary drivers and the two-player mode [illegible] *Nascar '99* is the last wo[illegible] on PlayStation. What mo[illegible] to improve it?

Not a lot really, other than make than courses more interesting to look at and replace the resoundingly-awful thrash-guitar soundtrack with, er, anything else, really.



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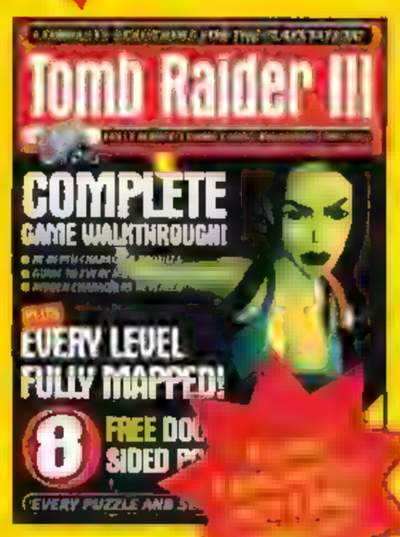

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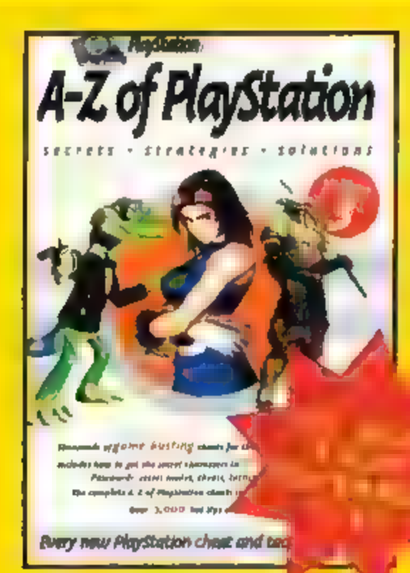

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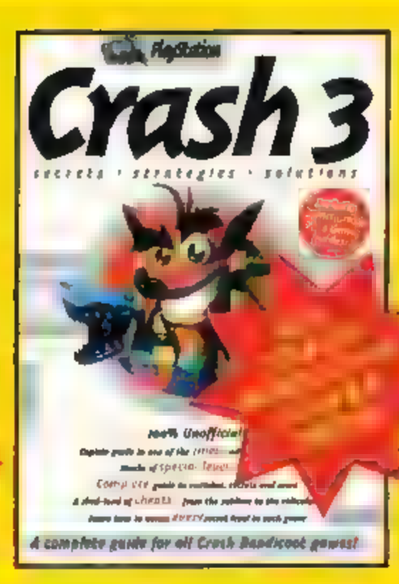

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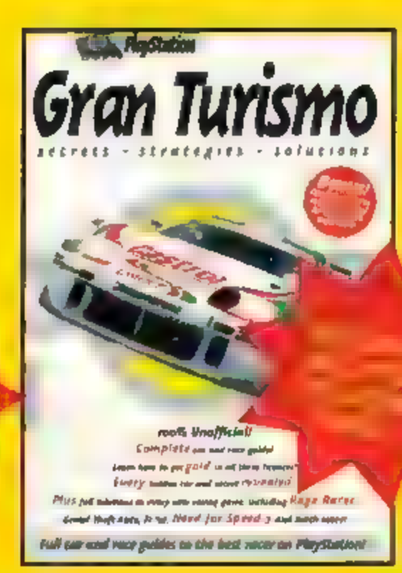

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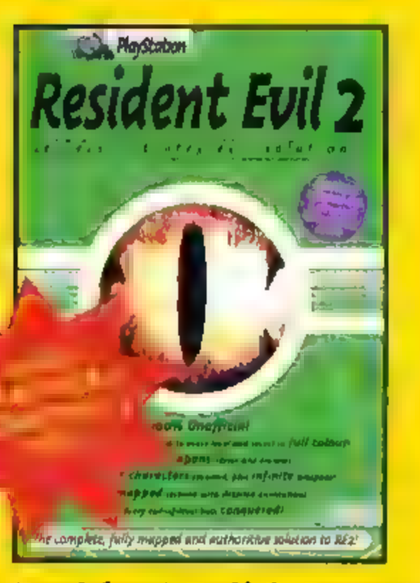

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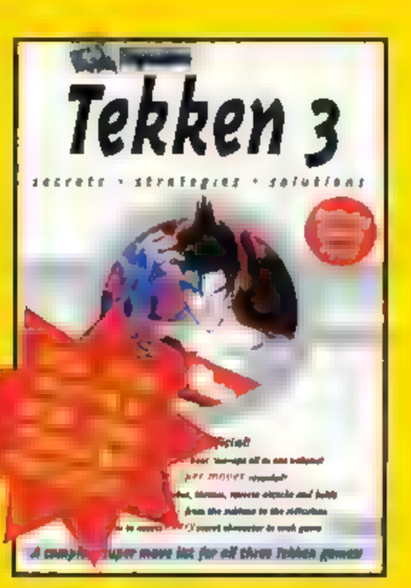

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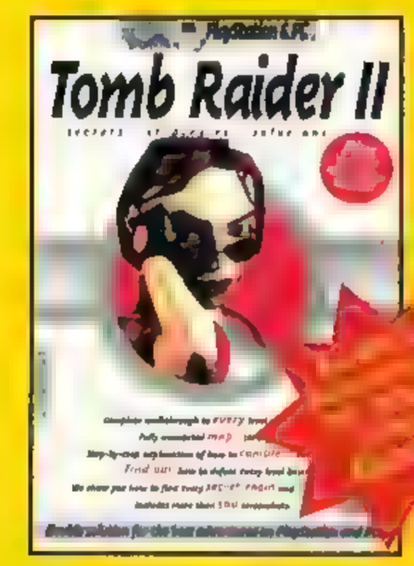

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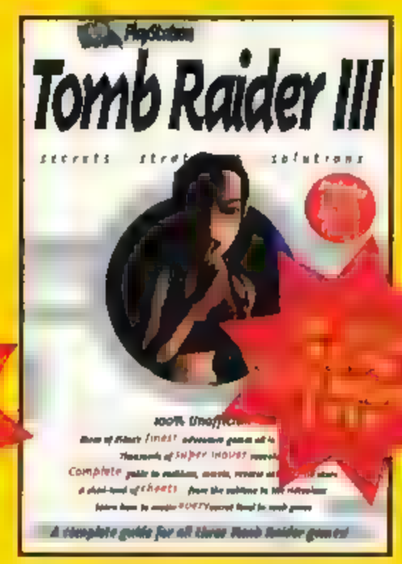

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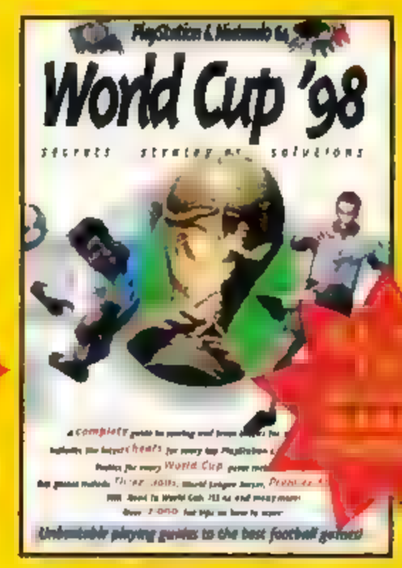

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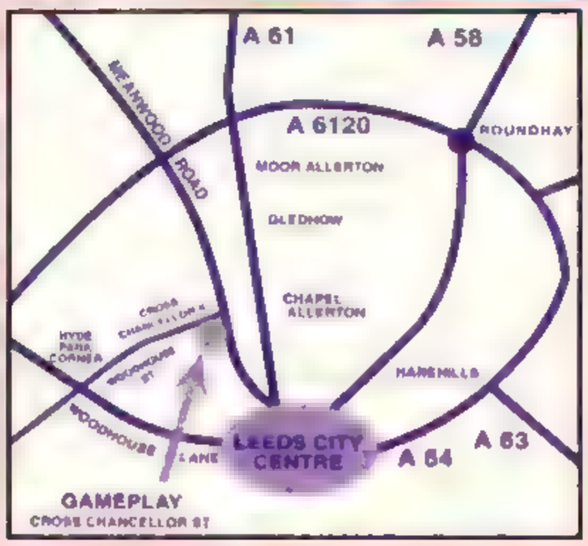

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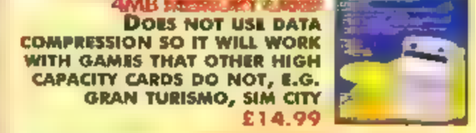

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Still the highest quality spare joypad on the market
£7.99 each or £6.99 for 2 or more!!

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8 adjustable buttons with Turbo-fire, Auto-fire & Slow Motion. Microswitched D-Pad.
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FIRE HYPER PAD
Replica Sony pad with turbo-fire, auto-fire and slow motion. Many colours including New Glow In Dark!
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HYPER-DRIVE PAD
Joypad with Turbo-fire, auto-fire & slow motion and innovative built-in steering wheel mechanism.
£10.99

DOMINATOR JOYSTICK
Digital and analogue modes, Hat Switch, Auto-Fire and Slow Motion, 8 Fire buttons, LCD Display
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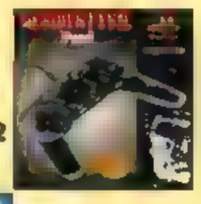
FIRE INFRA-RED JOYPADS
Complete with TWO 8 button joypads and a receiver. Range up to 18 metres. Requires batteries.
£27.99

SONY DUAL SHOCK ANALOGUE JOYPAD
Featuring dual analogue sticks with improved grip pads, enhanced ergonomics for greater comfort and a NEW 2 LEVEL RUMBLE FEATURE to bring every bump and crash to life!
£18.99 or £17.99 with any game

ASCII ENHANCED JOYPAD
Replica of the Sony joypad but with Auto-fire, Turbo-fire and slow motion. Long cord.
£12.99

ASCII RESIDENT EVIL JOYPAD
Perfectly configured for use with Resident Evil and Resident Evil 2
£12.99



NAMCO ARCADE JOYSTICK
£39.99

NEGCON JOYPAD
Pad twists in the middle to give the sensation of a steering wheel
£35.99

NAMCO TEKKEN 3 JOYSTICK
Official Tekken 3 product
£44.99

ASCII GRIP
Single-handed ergonomic joypad with programmable buttons. Most effective with cursor-controlled games
£12.99 or £10.99 with a game

ASCII ARCADE STICK
Arcade style stick with 360 degree movement and microswitch technology. Most effective with fighting games.
£26.99 or £19.99 with Tekken 3!

ASCII ARCADE JOYSTICK
Arcade style fighter stick with independent adjustable button speed control and auto-turbo, firing up to 36 punches per second!
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So you've got a Playstation. You've got a driving game. But are you getting that wheel-spinning, powersliding, rubber-burning driving sensation??? NO? A joypad may be a masterpiece of ergonomic design, but when it comes to fishtailing through a hairpin at 160mph it just doesn't cut it. There's only one thing guaranteed to give you ultimate control of your vehicle and make the hair on the back of your neck stand up and that's a decent steering wheel. You'll master those tracks. You'll tame these cars. You'll leave the competition standing. You will have ULTIMATE CONTROL!

STEERING WHEELS

John Clelland, Vauxhall's star touring car driver playing with a Top Gear wheel at our recent store opening in Leeds
"This wheel is fantastic -I want one!"
– John Clelland.

TOP GEAR TOP DRIVE STEERING WHEEL

Steering Wheel & foot pedals with working gearstick and 9 fully programmable buttons. Leather wheel cover. Works on N64, PSX & Saturn .£45.99

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GAMESTER RUMBLE FORCE PSX STEERING WHEEL

NEW BUILT-IN RUMBLE FEATURE ADDS EVEN MORE REALISM TO YOUR DRIVING GAMES! ADJUSTABLE SENSITIVITY AND RUMBLE STRENGTH ALLOW YOU TO REALLY GET THE MOST FROM ALL YOUR DRIVING GAMES. NO BATTERIES REQUIRED! COMPLETE WITH FORMULA 1 STYLE GEAR CHANGE AND FOOT PEDALS AND SUCKERS TO MOUNT ONTO A TABLE OR FLOOR.

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300° ROTATION, ADJUSTABLE WHEEL POSITION, FULLY PROGRAMMABLE. WORKS ON N64 & PSX. £54.99

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TRUE ANALOGUE WHEEL WITH PROGRAMMABLE BUTTONS AND PEDALS. CAN BE USED BETWEEN YOUR LEGS FOR COMFORT. WORKS ON PSX, SATURN & N64 £39.99

GUNS

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TIME CRISIS COMPATIBLE, PUMP-ACTION RECOIL, AUTO-FIRE, AUTO-RELOAD, FOOT PEDAL £29.99

NAMCO GUNCON
THE MOST ACCURATE LIGHT GUN AVAILABLE
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ERAZER GUN
UNIQUE RECOIL FEATURE, AUTO-FIRE, AUTO-RELOAD, SPECIAL WEAPONS BUTTON, PSX AND SATURN COMPATIBLE £21.99

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AUTO-FIRE, AUTO-RELOAD, AUTO-SPEED SELECTION. ALSO WORKS WITH SEGA SATURN
£15.99 OR £14.99 IF BOUGHT WITH A GAME.

FIRE SCORPION "WALTHER PPK" HANDGUN.
Battery operated recoil feature. Very lightweight
£17.99

PROTECTOR GUN
START, PAUSE AND SPECIAL WEAPONS BUTTONS, LIGHT-WEIGHT DESIGN FOR LONG USAGE.
£11.99

SPEAKER SYSTEMS

The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.

Screenbeat Maxim 120
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
£27.99

Screenbeat Top 25
Sits on any portable TV, 25W Peak Power, Bass Booster.
£10.99

Maxim Woofer System
300W PMPO, Active Sound, Dynamic Bass Super Woofer, 3D Surround, Satellite Speakers, Power Supply.
£59.99

Screenbeat SB300 Super Woofer System
Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
£34.99

HINT BOOKS

To assist in your endeavours there are many hint books available to 'shed light' on games that you may be having trouble with. If the going gets tough, get the book!

A-Z of PSX Secrets & Solutions £10.99
A-Z of PSX Secrets & Solutions Vol 2 .....£15.99
A-Z of PSX Secrets & Solutions Vol 3 .....£15.99
A-Z of PSX Secrets & Solutions Vol 4 .....£10.99

Alundra Unauthorised Game Secrets £12.99
Batman & Robin Official Strategy Guide ...£10.99
Big PlayStation Book £11.99
Breath of Fire 3 Official Guide £12.99
Bushido Blade Official Guide £11.99
Colony Wars Strategy Guide £11.99
Crash Bandicoot 2 Strategy Guide £11.99
Deathtrap Dungeon Official Guide £10.99
Diablo Official Strategy Guide £10.99
Dynasty Warriors Official Secrets £10.99

Final Fantasy 7 Official Guide £14.99
Gran Turismo Strategy Guide £11.99
Masters of Teras Kasi Strategy Guide £10.99
MK Trilogy Fighters Komponion £10.99
Nightmare Creatures Official Secrets £10.99
Nuclear Strike Official Guide £10.99
Oddworld Official Strategy Guide £10.99
One Official Strategy Guide £10.99
Pitfall 3D Official Strategy Guide £11.99

Resident Evil 2 Unauthorised Guide £11.99
Resident Evil Director's Cut Unauth Guide £10.99
Riven Unofficial Game Secrets £6.99
RPG Secrets £11.99
Secrets Strategies & Solutions Vol 2 .....£15.99
Sentient Hint Book £10.99
Skull Monkeys Official Guide £11.99
Soul Blade Unauthorised Secrets £10.99
Suikoden Unofficial Game Secrets £15.99
Tekken 2 Unauthorised Game Secrets £10.99
Tekken 3 Official Strategy Guide £10.99
Tobal No. 1 Official Strategy Guide £10.99
Tomb Raider Secrets £9.99
Tomb Raider 2 Official Guide Book £10.99
Twisted Metal 2 Unauthorised Secrets £10.99
Vandal Hearts Unauthorised Secrets £12.99
Vigilante 8 Official Strategy Guide £10.99
VS Official Strategy Guide £8.99
Warcraft 2 Console Strategy Guide £10.99
World Cup '98 Secrets Strategies & Solutions£10.99

DATEL GAME BOOSTER

ALLOWS YOU TO PLAY GAMEBOY GAMES THROUGH YOUR PLAYSTATION ONTO A TV
£33.99

LOGIC 3 SPACE STATION

No more sprawling, wiry mess on the floor of your living room or bedroom! The Space Station neatly contains your console and joypads and makes a stylish piece of furniture. 2 stop drawer allows instant access. Comes with a *FREE* 8 rack game CD holder.
Only £17.99

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THE ULTIMATE CHEAT CARTRIDGE FOR THE PLAYSTATION. 100'S OF BUILT-IN CHEATS WITH THE CAPACITY TO ADD UP TO 10,000 (AVAILABLE FREE!) SUPER CHEATS AND SLO-MO CHEATS NOT AVAILABLE ON ANY OTHER CHEAT CART. GAME GRAPHIC VIEWER. COMPATIBLE WITH ACTION REPLAY CODES (UP TO V2.0) £23.99

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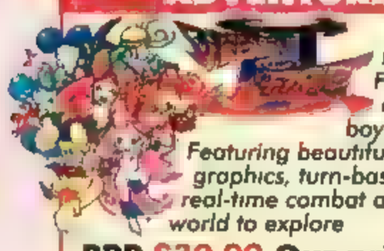
email GameplayUK@aol.com
website http://pergyon.co.uk/gameplay

BUYING FROM GAMEPLAY IS BUYING WITH CONFIDENCE!

To assist with choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

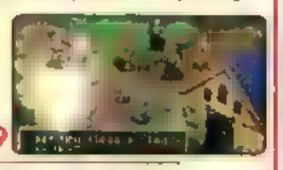
WE DO NOT CHARGE YOUR CREDIT CARD UNTIL YOUR ORDER IS DESPATCHED, SO YOU CAN RESERVE YOUR NEW RELEASES TODAY!

ADVENTURE & ROLE PLAYING



BREATH OF FIRE 3

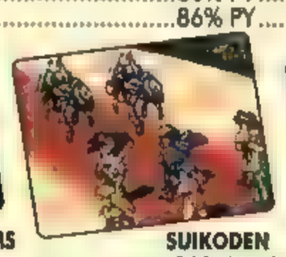
Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 follows the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore



RRP £39.99 Our price £32.99

Alundra	**91% PY, 91% PP**	**£27.99**
Azure Dreams	70% PY, 67% PP	£28.99
Breath of Fire 3	**80% PY, 84% PP**	**£32.99**
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£34.99
Diablo	91% PP	£31.99
Discworld 2	80% PY	£34.99
Excalibur	86% PY	£24.99

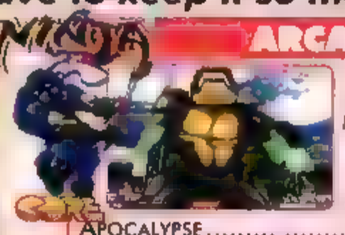
AZURE DREAMS


SUIKODEN

RIVEN

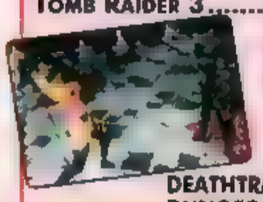
Final Fantasy 7	93% PY, 97% PP	**£34.99**
Kingsfield	61% PY	£24.99
Last Report	N/A	£19.99
Legacy of Kain	81% PY, 92% PP	£21 99
Magic the Gathering	N/A	£28.99
Riven	84% PP	£31.99
Sentient	84% PY, 71% PP	£26 99
Treasures of the Deep	83% PY, 78% PP	£29 99
Versailles	10% PP	£19.99
Wild Arms	**Due November**	**£29.99**

ARCADE ADVENTURE



NINJA - *From the makers of Tomb Raider, Ninja has amazing 3D graphics, huge levels, massive monsters and fiendish puzzles plus hand to hand martial arts Add to this a brilliant story set in mysterious Japan and you have a masterpiece* **£34.99**

Apocalypse	Due 13th November	£35 99
Batman & Robin	78% PY, 73% PP	£33 99
Deathtrap Dungeon	**86% PY**	**£19.99**
Fade To Black	90% PY, 87% PP	£17 99
Fifth Element	50% PY, 79% PP	£29.99
Frenzy	73% PY	£29 99
MDK	90% PY, 80% PP	£19 99
Medievil	**86% PY**	**£34.99**
Men In Black	35% PY	£31 99
Nightmare Creatures	90% PY, 86% PP	£29 99
Ninja	78% PY, 82% PP	£34.99
ODT	Due 6th November	£34 99
Overblood	86% PY, 76% PP	£12 99
Perfect Assassin	N/A	£24 99
Resident Evil	95% PY	£18 99
Resident Evil 2	**96% PY**	**£33.99**
Rosco McQueen	88% PY, 78% PP	£21 99
Small Soldiers	Due 6th November	£32 99
Spawn	49% PY	£22 99
Tenchu	77% PY	£31 99
Tomb Raider	94% PY, 92% PP	**£17.99**
Tomb Raider 2	95% PY, 95% PP	**£24.99**
Tomb Raider 3	**Due October**	**£34.99**


DEATHTRAP DUNGEON

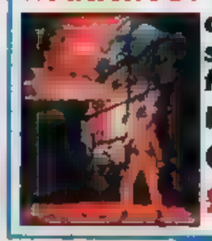
BATMAN & ROBIN

FIFTH ELEMENT

TOMB RAIDER 3

Competition! *We've got a Lara Jacket, Lara Fleece, Lara Watches, Lara T-shirts and much more to give away! All you have to do is order a copy of TR3 before November 28th to be entered!*

WARNING! This game will sell out quickly! Reserve one soon to guarantee one for Christmas!



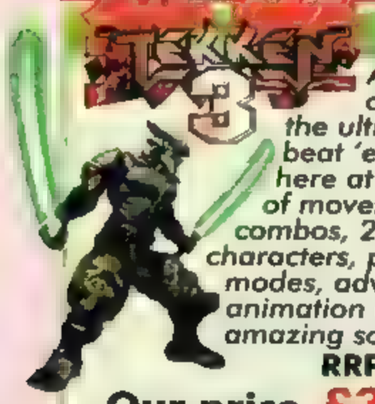
RRP £44.99
Our price £35.99

WILD ARMS

Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it.

RRP £34.99 Our price £29.99

TEKKEN 3



After months of waiting, the ultimate in beat 'em ups is here at last! 100's of moves and combos, 24 characters, plus play modes, advanced animation and an amazing soundtrack.

RRP £44.99
Our price £34.99

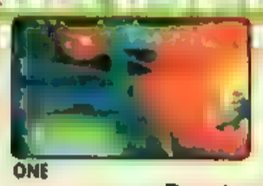
MORTAL KOMBAT 4

BLOODY ROAR

TEKKEN 3

Biofreaks	N/A	£32 99
Bloody Roar	92% PP	£19 99
Bushido Blade	**94% PY, 83% PP**	**£25.99**
Cardinal Syn	85% PY, 82% PP	£29 99
Dead or Alive	91% PY	£29.99
Dynasty Warriors	71% PY, 68% PP	£17 99
Fantastic 4	69% PY, 59% PP	£16 99
Fighting Force	89% PY, 66% PP	£20 99
Marvel Super Heroes	**87% PY, 90% PP**	**£24.99**
Mortal Kombat 4	87% PY,	£34 99
Mortal Kombat Trilogy	92% PY, 91% PP	£18 99
Mortal Kombat Mythology	71% PY, 50% PP	£27 99
Pitball	66% PY, 73% PP	£12 99
Psychic Force	73% PY, 76% PP	£14.99
Rise of the Robots 2.The Resurrection	88% PY, 78% PP	£16.99
Soul Blade	96% PY, 94% PP	£34 99
Star Wars: Masters of Teras Kasi	74% PY	£26 99
Streetfighter Collection	67% PY, 87% PP	£33 99
Streetfighter Ex Plus	91% PY, 93% PP	£29.99
Tekken	95% PY, 90% PP	£18.99
Tekken 2	95% PY, 95% PP	£18 99
Tekken 3	**94% PY, 96% PP**	**£34.99**
Tobal No.1	94% PY, 91% PP	£19.99
Toshinden	76% PY	£18.99
Toshinden 2	74% PY	£16.99
Toshinden 3	78% PY, 76% PP	**£29.99**
X Men Children of the Atom	78% PY	£30.99

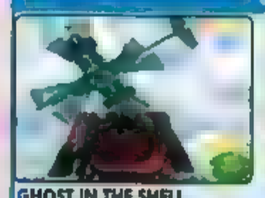
SYNDICATE WARS


ONE

CRIME KILLER

Asteroids	Due 4th December	£CALL
Blast Chamber	82% PY	£24 99
Blast Radius	72% PY	£34 99
B Movie	Due 20th November	£33 99
Crime Killer	81% PP	£19 99
Crusader No Remorse	80% PY, 85% PP	£19 99
Future Cop LAPD 2100	**94% PY, 89% PP**	**£32.99**
G Darius	88% PY	£28 99
Hard Boiled	29% PY, 40% PP	£19 99
One	86% PY, 83% PP	£28 99
Overboard	75% PY	£24 99
PO'ed	87% PY, 76% PP	£14 99
Ray Storm	75% PY, 83% PP	£29 99
Reloaded	61% PY, 73% PP	£18.99
Robotron X	85% PY, 66% PP	£16 99
Syndicate Wars	85% PY, 92% PP	£19.99
Tempest X3	86% PY, 80% PP	£14 99
Tiger Shark	62% PY, 72% PP	£18 99
Viper	46% PY	£24 99

3D SHOOTERS


GHOST IN THE SHELL

FORSAKEN

COLONY WARS VENGEANCE

Alien Trilogy	**91% PY, 85% PP**	**£17.99**
Armoured Core	69% PY, 86% PP	£29 99
Assault	80% PY	£29.99
Colony Wars	92% PY, 93% PP	£19.99
Colony Wars Vengeance	Due 13th November	£34.99
Dark Forces	75% PY, 84% PP	£24.99
Darklight Conflict	79% PY, 87% PP	£14.99
Descent	85% PY, 91% PP	£14 99
Descent 2	63% PY, 82% PP	£12.99
Doom	93% PY, 92% PP	£18.99
Duke Nukem 3D	**90% PY, 91% PP**	**£19.99**
Duke Nukem A Time To Kill	**87% PY**	**£33.99**
Exhumed	84% PY, 91% PP	£24.99
Final Doom	82% PY, 89% PP	£19 99
Forsaken	**92% PY**	**£24.99**
Future Cop LAPD 2100	**94% PY, 89% PP**	**£32.99**
Ghost in the Shell	73% PY, 90% PP	£29.99
G Police	84% PY, 93% PP	£23 99
Hexen	84% PP	£19 99
Life Force Tenka	86% PY, 82% PP	£19 99
Mech Warrior 2	91% PY, 83% PP	£19.99
SCARS	82% PY, 83% PP	£32.99

DUKE NUKEM TIME TO KILL

The Duke is back! Moving away from the Doom-style perspective of the last one, Time To Kill is a 3D platform in the mould of Tomb Raider. With all the usual Duke trademarks and humour, Tomb Raider 3 may just have some competition!

RRP £44.99
Our price £33.99

SPYRO

Take control of Spyro and guide him on his quest to rescue the rest of the dragons. Gorgeous hi-res 3D graphics and stunning animation finally give the Playstation a game to equal Mario 64. Who said it couldn't be done?

RRP £39.99
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To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. We have also tried to categorise the games for you. If you would like advice or more information on a game prior to purchasing, please do not hesitate to ring our sales team who will give a fair and unbiased opinion of the game. Remember, if you don't like it you don't have to keep it so they will always tell you the truth!

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Auto Destruct	84% PY, 77% PP	£22.99
Ayrton Senna Kart Duel 2	N/A	£24.99
Buggy	N/A	£31.99
Burning Road	**90% PY**	£14.99
Circuit Breakers	81% PY, 80% PP	£28.99
Colin McRae Rally	**93% PY**	**£33.99**
Destruction Derby	86% PY, 72% PP	£18 99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	Due 20th November	£29 99
Explosive Racing	82% PP	£17.99
Felony 11-79	81% PP	£19.99
Formula 1	**84% PY, 88% PP**	**£16.99**
Formula 1 '97	**90% PY, 93% PP**	**£24.99**
Formula 1 '98	**Due 23rd October**	**£35.99**
Formula Karts Special Edition	75% PY, 81% PP	£14.99
Gran Turismo	**97% PY!!!**	**£34.99**
Grand Theft Auto (18+)	88% PY, 90% PP	£26.99

N2O — COLIN McRAE RALLY — COLIN McRAE RALLY

Impact Racing	87% PY, 82% PP	£12.99
Jeremy McGrath's Supercross 98	67% PY, 52% PP	£32.99
Jetrider 2	78% PY	£24.99
Micro Machines 3	**92% PY, 95% PP**	£17.99
Motorhead	79% PY, **92% PP**	£17.99
Motor Mash	68% PP	£19.99
Moto Racer	86% PY, 85% PP	£24.99
Moto Racer 2	87% PY	£32.99
N_2O	70% PY, 89% PP	£30 99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£24 99
Newman Haas Racing	74% PY, 75% PP	£21 99
Off Road Challenge	N/A	£32 99
Porsche Challenge	82% PY, 80% PP	£18 99
Rage Racer	94% PY, 93% PP	£19 99
Rally Cross	89% PY	£29.99
Rapid Racer	87% PY, 82% PP	£17.99
Ray Tracers	74% PY, 73% PP	£14.99
Red Asphalt: Rock N Roll Racing 2	55% PY, 68% PP	£14.99
Ridge Racer	93% PY, 76% PP	£18.99

TOCA TOURING CARS — DESTRUCTION DERBY 2 — GRAND THEFT AUTO

Ridge Racer Revolution	90% PY, 84% PP	£18 99
Road Rash	75% PY, 64% PP	£18.99
Road Rash 3D	76% PY, 80% PP	£30.99
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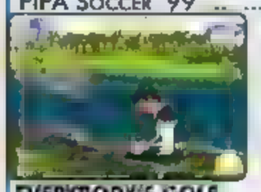
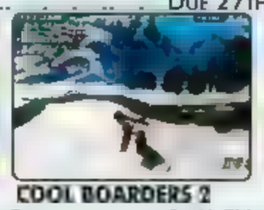

EVERYBODY'S GOLF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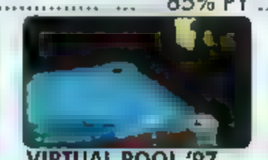
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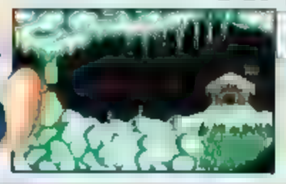

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If you're hopelessly stuck, or just need advice, send queries to: Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS
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Dear Station Master,
I'm a bit stuck on Level 3 of *Jersey Devil* on the staircase. Please could you tell me how you get all the letters or is there a level skip or another cheat for it?
Lee Blundell, No adressville

There's no level skip as far as we know, but I know a little cheat to gain unlimited lives. Collect the bonus life at the top of the fountain near the start of the game. Press Start to pause game play and display the Status screen. Resume the game and collect the same bonus life, which will re-appear. Repeat this procedure to collect an unlimited number of lives.

Dear Station Master,
Have you any tips and cheats for the new game *WWF Warzone*? Oh, and while you're at it can I have some cheats for *Croc* and the last level password for it as well?
James Watt, Newcastle

There were absolutely stacks of cheats in last months Station Master, but as far as *Croc* goes. Try out these beauties: for a level select, enter ULDLRLDULRRDRRU

TEKKEN 3

GENERAL TIPS

The following moves apply to each and every character in the game. Please note that the button symbols used are those which represent the default settings in the game.

Running

To cover great distances in the playing arena, you can break into a dash by pressing ⇨, ⇨. This move can also be used to charge straight into your opponent or to break into another move. Either way, it's a handy feature to use.

Sidestep

If you come under heavy attack and wish to counter attack without sustaining any damage, then a good feature to use is the sidestep. To perform it, simply press ⇧ or ⇩.

Jumping

Jumping is a good way of avoiding moves or trying different kinds of attack. There are three kinds of jumping – backwards, forwards or simply vertical. To perform them, press ⇦, ⇧ or ⇗.

Guarding

It is import to block certain attacks to simply stay alive, but blocking can also be used as an effective stepping stone for counter-attacking. To block, press ⇦, or ⇙ if you're blocking a low attack.

Throws

Every character has two different kinds of standard throw. With some characters such as King, these can be linked and extended to more devastating throws. The two standard throws available to each character are ■ + ✕ or ● + ▲. These can also be performed from the side or from behind for different results.

Secret Costumes

As well as the two standard costumes, some characters in *Tekken 3* have hidden costumes that need finding. The way this is done is by playing that particular character for a certain number of fights in Arcade mode. To get the cheat to work, you must not start playing and reset, you have to go through with a full bout. For example, set the timer to 20 seconds and the round count to one. Then allow yourself to be defeated and then continue (this will count as one fight). Once you have obtained a character's hidden costume, you must use START to select them in Arcade or Versus mode. The characters that have hidden third costumes are:

Gun Jack

To play as Gun Jack in his earlier *Tekken 2* Jack-2 costume, you must play as him ten times in Arcade mode.

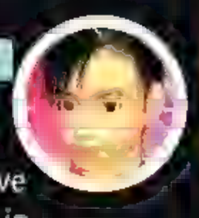
Jim Kazuma

To play as Jin in a blue top and stripy trousers, you must play as him 50 times in Arcade mode.

Anna Williams

To play as Anna in a fetching zebra-style white outfit, you must play as her character 25 times in Arcade mode.

Ling Xiaoyu



To play as Ling in her fetching Japanese school uniform, you have to play as her 50 times in Arcade mode.

Costume Changes

Each character has two standard costumes in *Tekken 3*, and these are based on which button you use to select them from the character screen. Generally speaking, ■ or ▲ will get you one costume, and ✕ or ● will get you the other.

Obtaining The Bosses

Unlike *Tekken 2*, the characters don't have their own specific sub-boss that are released when you beat the game with them. In *Tekken 3* the bosses are released in a set pattern depending on the amount of times you complete the game in Arcade mode. Here are the bosses and the order so you can get a hold of your favourite characters.

Kuma/Panda – Once
Julia Chang – Twice
Gun Jack – Three times
Mokujin – Four times
Anna Williams – Five times
Bryan Fury – Six times
Mishima – Seven
Ogre – Eight times
True Ogre – Nine times

FIFA:RTWC '98

Unlimited player attributes
Highlight one of the attributes on the Player Edit screen, then press L1, L2, ✕, ■, ✕. Any or all attributes may now be raised to 99.

Harder kicks
Quickly press R1, L1, ⇩, ⇧, ⇦ at the Team Selection screen.

Adjust lighting
Pause game play and press ■, ▲, ✕, ■, ▲, ▲, ✕, ✕, ■, ■, ■, ■, ■, ■, ▲, ▲, ▲, ▲, ▲ at the Options screen.

C&C:RETALIATION

Ant missions
Complete the game once. Then, set the difficulty level to 'Hard', select 'Campaigns', and go to England to access the Ant missions.

Cheat mode
Click on the 'Teams' button menu with ● (or which ever button is currently configured as 'Cancel') or the Right Mouse Button.
Then, move the pointer over the following icons on the tool bar and press ● ('Cancel') or the Right Mouse Button on each.

Invincibility
Press ● or the Right Mouse Button when the pointer is over '■', '✕', '●', '✕', '▲', '▲'.

Full map
Press ● or the Right Mouse Button when the pointer is over '▲', '▲', '✕', '●', '▲', and '■'.

Parabomb
Press ● or the Right Mouse Button when the pointer is over '✕', '✕', '✕', '●', '▲', and '■'.

Chronoshift
Press ● or the Right Mouse Button when the pointer is over '■', '●', '▲', '✕', '●', '●'.

Money is people
Press ● or the Right Mouse Button when the pointer is over '■', '✕', '■', '✕', '■', '✕'.

Instant victory
Press ● or the Right Mouse Button when the pointer is over '●', '●', '▲', '✕', '✕', '■'.

ZERO DIVIDE 2

Fight as Neco and Modoki
Complete game using Nox and Eve.

View Neco's demo
Successfully complete the game with any character, then hold Select + Start to restart.

Alternate character colour
Hold Select on controller two and press ✕, ●, ■, ▲, L1, L2, R1, or R2 at the Character Selection screen.

Additional levels
Two additional levels will be available after the game is completed under each of the three difficulty settings for a total of six new levels.

THUNDER FORCE V

Bonus jets
Successfully complete the game once. Then, select Time Attack mode and hold ●, ▲, or ■ on controller two at the Jet Selection screen to choose the RVR01E, RVR01HiS, or RVR01Ex jets.

Extra continues
Accumulate over three hours of game play to unlock a 'Continue' selection on the Options screen. This option may be used to change the number of continues up to 99.

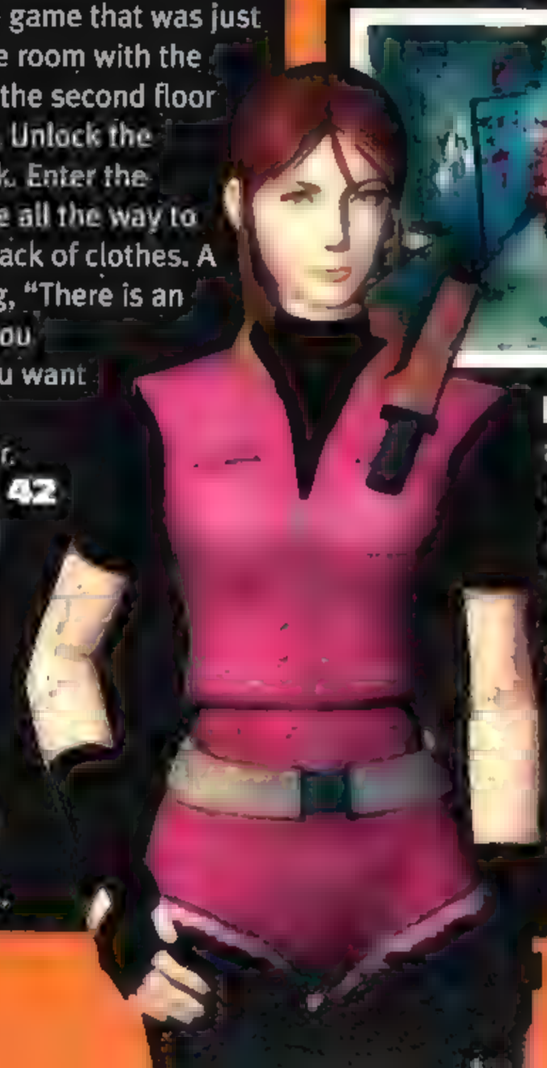
Master mode
Successfully complete the game under the Hard difficulty level to unlock the 'Master' difficulty level.

RE:DUAL SHOCK

Double items
Highlight the 'Arrange' option on the game mode screen and hold ⇨ until that option turns green. Begin game play and double the normal amount of Ink Ribbons and Ammunition will be available. Note: This does not effect other items, such as Health Sprays or Herbs.

Change clothes
Rescue the other two players and finish the game. The phrase "You've got the special key' will appear after the credits. Save the game. Start the game that was just saved. Enter the room with the large mirror on the second floor of the mansion. Unlock the door in the back. Enter the closet and move all the way to the end of the rack of clothes. A message asking, "There is an outfit that fits you perfectly, do you want to put it on?" will appear.

Killing Plant 42
Chris can save ammunition when fighting Plant 42 by using the combat knife. Only about a dozen hits with the knife are needed to kill it.

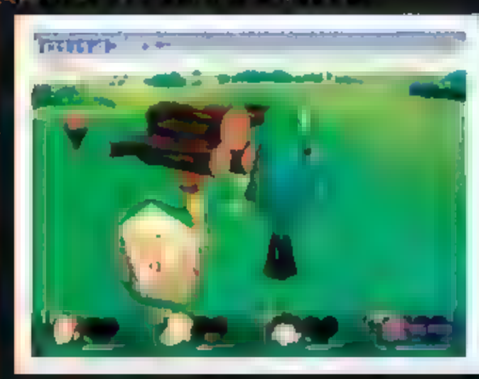


Unlimited ammunition:
Begin gameplay and press Select to display the options screen. Select the 'Key Config' option, then hold R1 and press Square (ten times). The word "Auto" will turn red to confirm correct code entry.

POY POY

View character attributes
Highlight a character and press L1 at the Character Selection screen. The number of circles will indicate how well your character is ranked in that particular attribute.

Suicide bomb
Rapidly tap ✕, ● to fill the glove power bar until it explodes.



WAKU WAKU

Stage select
Select Party mode, then hold L2 + R2 + Select when choosing a character at the Character Selection screen. All stages will now

RE2: DUAL SHOCK

as a password. For the Super password enter LLLLDRRLLDRDLUR as a password to start at the final level of Island 5-B with all secrets.

Dear Station Master,
Do you have any cheats for *Soviet Strike*? I can complete the first two levels, but get kicked on the third. Secondly, I cannot beat-up the monster at the end of ROOFS on *Nightmare Creatures*. Thanks for your help.
M Pichett, Milton Keynes
The passwords for levels three through five are as follows: GROZNEY, CHERNOBYL and CIVILWAR. To access the cheat mode in *Nightmare Creatures* offering unlimited continues, level select and a 'play as monsters' option in the following game, enter ⇧, ⇩, ▲, ⇩, ●, ▲, ■, ⇩, ⇧, ▲, ⇧ password.

Dear PLAY,
I have *Colin McRae Rally* and was wondering whether if you had any cheats for it?
Mark, Bury
What? You missed them last month? Oh go on then. Enter the following as passwords for various effects: BACKSEAT, PEASOUPER, BUTTONBASH, DIRECTORCUT, KITCAR, TROLLEY, FORKLIFT, HELIUMNICK, MOREOOMPH and BLANCMANGE.

Dear Station Master,
I will be a first-time buyer of the PlayStation in two weeks and I want to know what games I can get for it – preferably racing games or beat-'em-ups.
'Sha-bye-a' Davidson, West Brom

Okay, seeing as it's your first time, *Gran Turismo* is the best racing game ever released, but *Colin McRae Rally* and *TOCA Touring Cars 2* (out soon) are superb as well. As far as beat-'em-ups go, *Tekken 3* is the best there is, but *Rival Schools* from Capcom is awesome too.

Dear PLAY,
I have recently bought *Road Rash 3-D* and I would like to know a

Q&A is continued over page

Q&A continued

cheat for it.
Christopher Parfrement, Kings Lyn

To hitch a ride, press ✕ twice to pop a wheelie, then keep tapping ✕ until a car comes into sight. Ride over the car, then brake and press ■. Get it right and your bike will be moving with the car.

Dear PLAY,
I'm struggling on *FFVII* trying to find the Morph materia. Could you please help me!! Yours faithfully,
Steven Feechan, Birmingham

The Morph materia can be found in the Temple of the Ancients. Note: If you've already passed through this location, you cannot return as it disappears on leaving, so plan your entrance carefully or if need be, start the game again.

Dear PLAY,
Is there the Colt Python, Rocket Launcher and clothes cheat in *Resident Evil*, because I can't find any cheats for it?
Rob Pickin, Stoke-On-Trent

To start the game with the rocket launcher plus infinite ammo, complete the game in under three hours. Complete the game with the 'Good' ending (rescue both team members) and you'll be rewarded with a special key, which will allow you to enter the previously locked door in the wardrobe and enter the hidden closet. In here you'll be able to access an alternative set of togs for your chosen character. Get strutting!

Dear PLAY,
Great mag. I've just bought *Resident Evil 2*. Got any cheats?
Phil Boot, Leicester

Praise will get you everywhere! For unlimited weapons complete either character's first scenario without saving the game in under 2.5 hours with an A or B ranking for the special rocket launcher. Complete either character's second scenario under the same conditions for the special gatling gun. Complete either character's second scenario without saving the game in under 3 hours with an A or B ranking for the machinegun.

be unlocked on the stage selection screen.

R-TYPE

Level select
Highlight either the R-Type or R-Type II options at the Title screen. Quickly press L2 (ten times), R2 (ten times). Begin game play and press Start. Any level, including the ending FMV sequences, may now be accessed.

Turbo mode
Press Start to pause game play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇨, ⇧, ⇩, ⇦, ⇩, ⇦ ●.

Slow motion
Press Start to pause game play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇨, ⇧, ⇩, ⇦, ⇩, ⇦, ✕.

All weapons
Press Start to pause game play in R-Type or R-Type II. Hold L2 and press ⇨, ⇧, ⇦, ⇨, ⇩, ⇦, ⇧, ⇨ followed by one of the following buttons for various weapons: ▲, ■, ✕, ●, or R1.

MORTAL KOMBAT 4

Updated Cheat menu
Enter Kombat Kode 302 213 at the 2 Player Vs. Screen. Exit this match and enter the options menu. Highlight 'Versus Screen Enabled' and hold Block + Run for ten seconds. The following cheat options will be available. Note: Only one of the cheats can be used at one time.

Ending
Enable to get your character's ending after only one fight.

Fatality 1
For an instant fatality, hold ⇩ and press HP.

Fatality 2
For an instant fatality, hold ⇩ and press HP.

Level fatality
For instant Fatality in Goro's Lair (Spikes) or the Prison (Fan) stages, hold ⇩ and press HP.

TOCA TOURING CAR CHAMPIONSHIP

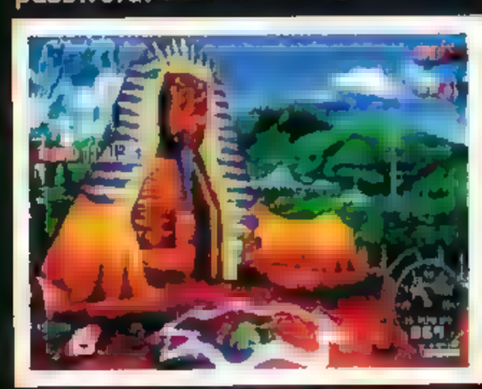
Big hands on steering wheel
Enter CMHANDY as a player name.

TREASURES OF THE DEEP

Toggle overlays
Pause game play and press ⇩, ✕, ⇦, ■, ⇧, ⇧, ▲, ▲, ⇨, ⇨, ●, ●, ⇨, ●, ⇩, ✕, ▲, ✕, ▲.

WRECKIN' CREW

Unlock bonuses
Enter ●, ●, ■, ▲, ▲, ■, ■, ■, ✕, ●, ●, ●, ▲, ■, ■, ✕ as a password.



Increased frame rate
Pause game play and press ⇩, ✕, ⇦, ■, ⇧, ⇧, ▲, ▲, ⇨, ⇨, ●, ●, ⇦, ⇦, ⇦ ● ● ●.

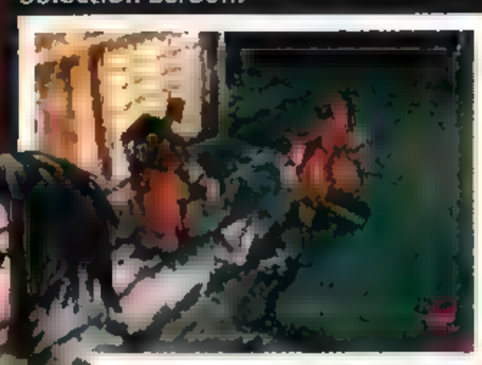
SPYRO THE DRAGON

Crash: Warped demo
Press L1 + ▲ when 'Press Start' appears at the opening screen.

TENCHU

Restore health
Press Start to pause game play and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ■, ▲. The sound of a shout confirms the correct code entry.

Carry up to 99 weapon types
Hold L1 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ■, ▲ at the weapon selection screen.



Higher number of weapons
Hold L2 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ■, ▲ at the weapon selection screen. One more of each weapon will now be available.

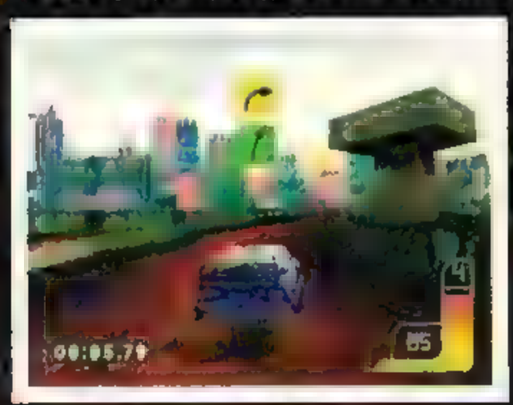
More types of weapons
Hold R1 and press ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ■, ▲ at the weapon selection screen.

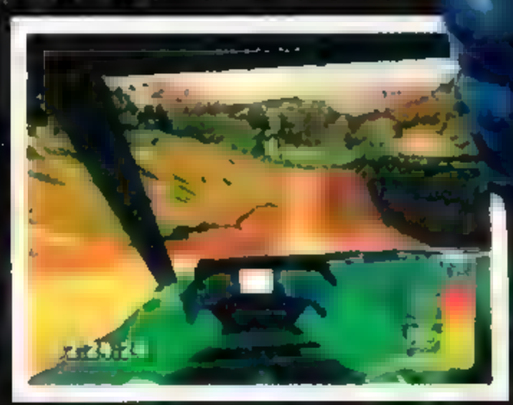
Level select
Select a character, then hold R2, and press: ⇧, ⇧, ⇩, ⇩, ⇦, ⇨, ⇦, ⇨, ■, ▲ at the next screen.

COLIN McRAE RALLY SPECIAL UPDATE

Enter the following passwords for the desired results then begin the game in Rally or Time Trial mode under the Expert difficulty level.

MOONWALK	Low gravity
WHITEBUNNY	Driver on right side in cockpit view
NIGHTRIDER	All tracks at night. Drive down blocked roads at night to get abducted by a UFO.
SKCART	Reversed tracks
TINFOILED	Metallic cars
DIDDYCARS	Micro machine mode
HOVERCRAFT	Hovercraft mode
Pursuit mode	Pause game play and press [▲ + ■ + ●] six times, then press [L1, L2, R1, R2] six times. Nicky Grist will say "Alright lets kick it" to confirm correct code entry.





DATEL GAME PRODUCTS

MARVEL SUPER HEROES
Infinite energy player 1
80091BFE 0080

VICTORY BOXING
Infinite energy player 1
8007F5E4 FB7F
8007F5F8 FB7F

DIABLO
Master Code
D000E218 0000
Code Protector
300005F4 0002
The above codes must be entered before any other codes are activated for them to work correctly.
Infinite health
D000E218 0000
800D939C FFFF
Infinite mana
D000E218 0000
800D93B0 FFFF
Infinite distribution points
D000E218 0000

N20
Infinite lives
8011B354 0103

V-RALLY
Infinite time
300E7F40 0063
Improved Steering
8008AA20 FFFF

WORLD LEAGUE SOCCER
Team one has 99 goals
800ED5A4 0063
Team two has 99 goals
800ED5A6 0063

ARMOURED CORE
Infinite Money
8003A2D4 FFFF

LOK BLOOD OMEN
Infinite Blood Line
801CAB44 0190
801CAB46 0190
Infinite Magic
801CAB4A 0190
801CAB4C 0190
Have all objects
[illegible]
800E8730 0E0D
800E8732 100F
800E8734 1211
800E8736 1413
80089749 0060
[illegible]
800897[illegible] 0060
8008974E 0060
80089750 0060
Have all weapons
800E875B 000A
800E8743 0020
800E876[illegible] 2221
[illegible]
800E8748 262[illegible]
[illegible]
800E874C 0029
Have all spells
[illegible]
800E874D 000[illegible]
[illegible]
800E875[illegible] 0809
800E8752 0607
800E875A 040[illegible]
800E8756 0209
800E758 000[illegible]

CASPER
Infinite fools gold
8007EB4C 00FF
Infinite iron keys
8007EB44 00FF
Infinite brass keys
D21FBD84 0020

STAR WARS: MOTK
Infinite lives player 1
800B4A36 0FFF

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

GRAND THEFT AUTO
Sony Code 00032
Infinite lives
86580c46595b
Infinite machine gun
86580c525986

COLONY WARS
Sony Code 00860
Infinite shields
365a0c1c5922

CIRCUIT BREAKERS
Sony Code 00753
Infinite speed ups
3673e4e8594f
Infinite small car
3673e4c8594f
Infinite oil spills
3673e4d8594f

DUKE NUKEM
Sony Code 00703
Infinite health
[illegible]
Infinite weapons
[illegible]
Infinite ammo
[illegible]
86642058594f

FIGHTING FORCE
Sony Code 00731
Infinite energy
865f9546594f
[illegible]
865f954a594f

KULA WORLD
Sony Code 01000
Bonus letters
[illegible]
Press L2 to activate.
All keys
7660ac885554

366081ec595[illegible]
Press L1 to activate.
Infinite time
366bf3815982

PITFALL 3D
Sony Code 00481
Health 365b08fc594f

MDK
Sony Code 00599
Infinite energy
86620bf059a1
Chain Gun
86620c7c5978
Sniper Weapon
b66257565959a

ABE'S ODDYSEE
No casualties
365e78525959
99 Escapees
365e755859bb

PANDEMONIUM 2
Sony Code 00965
Max heart hit points
365d97335962
[illegible]
Unlimited shots
865d973c5959
Unlimited lives
365d9734595b

PANZER GENERAL
Sony Code 00041
Prestige points
366431707959

X-MEN: COTA
Sony Code 00198
Player 1 invincible
8657094059db

REBEL ASSAULT 2
Sony Code 00654
Invincibility
865f317c 695a

CODE OF THE MONTH

GAME CHEATS POINT BLANK

DATEL GAME PRODUCTS

We all love this blaster, and here's some fab Datel codes!
Infinite lives player 1
800C159C 0003
Infinite lives player 2
800C159E 0003

Dear Station Master,
I'd be extremely grateful if you could give me any cheats for *Forsaken*.
James Best, Birmingham.

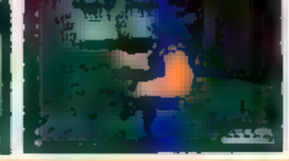
Here you are then you grateful thing! Highlight options and press [illegible]. Enter the options and access the cheat menu.
L2: 2J0Y6X0N L3: 6m16643P
L4: XD9X5173 L5: 6JBD5P1N

Dear Play,
I have recently bought *Spawn*, and I keep dying from shortage of magic and health. Any cheats?
John Delpart, Australia.
You bought *Spawn*? Poor thing, here are the cheats.
All Power Ups: Press pause and hold L2 and R2. Press ▲, ●, ■, ✕, ▲, ✕.
All Items: Press pause and hold L2 and R2. Press ✕, ■, ●, ▲, ■, ●.
Magic Reset: Press pause and hold L2 and R2. Press ▲, ●, ✕, ■, ▲, ●.

Dear Play,
I wondered if you had any cheats for *Iznogoud*?
Cath Holt, Dublin.
L1: CORROD L2: FISCHER
L3: GOGONO L4: EXTERN
L5: XFILES L6: GOTERR
L7: SPECTR L8: PICNIC
L9: POILUS L10: FEDODO
L11: FOURNO L12: DIKEPI

Dear Play,
My elder brother recently sold my copy of *FIFA RTWC '98* to pay his rent. Shall I get him to buy me another copy, or a better game?
Lee Worgan, Bournemouth.
Ahh. What a swine! We suggest you get your brother to buy another copy as it is one of the best in the shops. Or else! It's definitely one of the best footie games around.

Dear Play,
On *Grand Theft Auto*, where do you get the helicopter?
Joseph Filsell, Castleford.
There is no helicopter in the PSX version (it was accidentally left in the instruction book from the PC) but there are talks about other vehicles appearing in the sequel.



THIS HUGELY ENJOYABLE HIT FROM EIDOS HAS ITS FAIR SHARE OF TRICKY OBSTACLES TO OVERCOME. HERE'S THE WHOLE LOT!

TOP TIP Favour punches rather than kicks as they are faster and can often catch adversaries on the counter.

NINJA SHADOW OF DARKNESS

COMPLETE SOLUTION

LEVEL 1.1

THE FOREST

Open the three chests to the right and collect the Cash and Points within. Advance towards the campfire and begin to kill off the peasants with Kurosawa's shuriken. When the first group of peasants have been killed, reinforcements arrive via the woods. Kill these and a chest will drop in. Collect the Key and unlock the gate.

You'll need a Key to open this gate, why not ask the farmers for it?

Grab the cash and follow the trail. Examine the two chests on the right to get a Healing cup. As Kurosawa approaches the logs, several woodcutters attack. Use kicks and shuriken to keep them at a distance. When they have been downed, another chest will be dropped in. Collect the Key from inside and proceed through the next gate.

LOGGER

More peasants and woodcutters need to be overcome in the next section. When they have been defeated, round the bend carefully. There are a few bear-traps thereabouts. Near the traps is a section with a spinning blade. Leap the blade and examine the chests within the compound, to receive Cash and Points.

Run down the slope and leap the gaps. It is important to stay on the move as there are lethal logs rolling at Kurosawa from behind. Once both gaps have been traversed, the log rolling will then stop.

HIGH TIME

Female peasants are blocking the bridge. Stay away from their deadly kicks and drop them with a few blades. Start to cross the bridge and more peasants will attack. Luckily they can only attack one at a time on the narrow walkway, so wade in with a few kicks. On reaching the end of the bridge, the natives begin chucking spears at Kurosawa. As you hear them being thrown, jump to dodge. When the spears have stopped, collect the Healing cup from the chest and walk down the cliff to the left

DEATH-TRAP

As Kurosawa climbs down the cliff, he'll have to dodge the blades in his path. Wait until the first blade has passed, then leap over the remaining two. Defeat the woodsmen at the bottom of the hill and fight off the peasant women that also attack. Dodge the bear-traps in front of the chest and open it to find some Cash.

Follow the trail and examine the chest in the woods. As soon as the chest opens, jump left or right to avoid the log trap. Collect the magic scroll and walk round the corner. Grab a Sandwich from the chest on the left and head for the save point

WATER RING

[illegible]

Drop into the water and turn right. Defeat the crab with a few shuriken and continue. Stay in the shallow part of the water and follow the sand bank to the second turn. Walk up the second turn and head for the moving rock, being careful to avoid the piranhas either side of the sand bank. Cross the moving platform and turn left. Ignore the first split in the pathway and leap over the sand banks. When Kurosawa reaches the path leading back to dry land, continue along the sand bank to reach a waterfall: behind it is another chest containing a sacred scroll. When this has been taken, climb up the river bank to get to dry land.

ST ELMO'S FIRE

After exiting the river, a gang of ninjas will block the path. These dudes are equipped with shuriken, so wade in with hand attacks to lay them low. When the first wave have been dispatched, walk right and enter the compound. More spears will be thrown, so keep running. Examine the chest on the left to get a Health chalice and ignore the one on the right as it is filled with explosives.

Go back to the path and enter the compound on the right. This contains a chest filled with Cash. Go back to the main trail and watch out for the sparks of blue fire. These show where lightning is about to strike. Dodging lightning becomes trickier when more ninjas leap from the bushes to do battle.

Examine the second chest in the trees to discover a Katana. Use the Katana to hack away the peasants next to the fire. When they have been defeated, another key will be dropped in.

HIGH PLACES

Ignore the chest on the side of the path (as it contains only poison) and follow the trail round. Enter the secret area south of the rotating logs and collect the Potion from the chest there. On reaching the rotating logs, wait for them to pass before climbing the hills beyond. Cross the beam of wood to reach the island and hit the save point. Walk right and drop down the cliff. Do battle with the peasants and continue right. Defeat the ninjas in front of the waterfall, then leap onto the moving platform. Collect the key from the far side of the waterfall.

Return to the save point and kill the ninjas to the left. Walk cautiously through the forest and dodge the trees that fall. Once all three trees have fallen, two tough woodcutters will attack. Once they have been defeated, unlock the gate and get ready to face the boss.

DRAGOID

When the Dragoid has dropped in, expend all remaining magic to knock his energy right down. Then use shuriken to finish him off. Occasionally, the Dragoid will spit blue fire at Kurosawa. When it pulls its head back to do this, quickly run round behind it to stay safe.

LEVEL 1.2

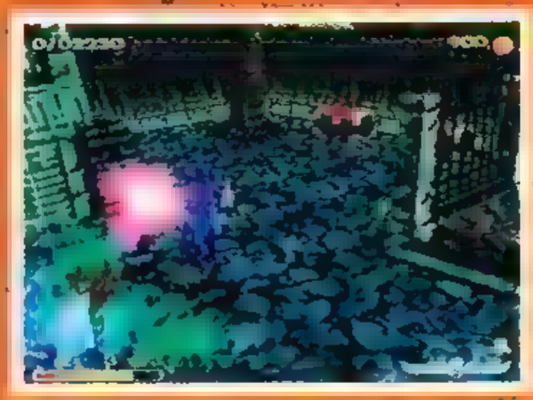
THE GRAVEYARD

Step forward slowly and the pillars to the side will drop. When the coast is clear, examine the chest on the right to get some Coins. Scale the steps, bypass the plant, and open the two chests north of it. Collect the Sacred scroll and the Coins from the chest and continue north. Enter the courtyard and eliminate the two demons. The tombs to the north will open and skeletons pour out. Use shuriken to make short work of the skeletons and stamp on their heads when they crawl towards the ninja.

When all the monsters in this area have been defeated, climb the steps on the right and head left along the walkway. Kill the two demons there and dodge the spikes that rise from the concrete. Grab the Key from the chest and then return to the plant.

TOMBSTONE

Unlock the gate on the left and proceed into the graveyard. Kill the two demons there and the skeletons will attack. When they have been capped, examine the right-hand tombstone nearest the crates. Shoot the stone and the crates will explode. Collect the Gold Key from underneath the watchtower and quickly leap away. The tower will begin to fire deadly energy balls at the ninja, so you must grab what you can before fleeing.



[illegible]

Go back to the plant and unlock the gold gate using the gold key to the right. Walk down the tunnel and activate the save point at the end.

UNDEAD

Defeat the undead ninjas guarding the pagoda and walk over to the bridge on the left. Time Kurosawa's run so that the claws on the bridge just begin to rise, then dash to the other side. Destroy the undead forces in the area below the chest and the ledge above will be unblocked. Head along the ledge to retrieve the key. When the boxes on the ledge are approached, they'll start to vibrate. After they do this, get Kurosawa away from them to avoid their blast.

[illegible]

Drop off the ledge and kill any undead reinforcements in the area. Unlock the silver gate to the north with the key that was just

collected. Approach the beams and the spikes. Wait for the spikes to disappear before leaping the beams and running into the main tomb.

Quickly run past the wraiths that appear and open the chest on the right to get another Scroll. Head towards the right corner to obtain the second Gold Key. Return to the pagoda between the bridges and cross the right-hand bridge – the claws are moving faster on this one so be careful.

THE SQUARE

As Kurosawa walks through the square, undead ninjas burst through the surrounding doors. Kill the first wave of foes and the gates to the fountain will open. Examine the chest next to the fountain to get the Exit Key. Leave the square using the north gate and enter the final courtyard. Beat off the insects that attack and climb onto the ledge when it is cleared. If Kurosawa is low on energy, walk right and grab the Haunch of Meat from the chest. The Key is in the chest to the left. Once Kurosawa possesses the key, unlock the final gate and get ready to face the boss.

GEMINI DRAGOID

This monster is as tough as they come. His second head fires a blaze of lightning at the ninja occasionally and it is very hard to avoid. The best tactic to use against this beast is to expend all remaining magic to wear down its energy. Then attack at close quarters, but be wary of its tail sweep.

LEVEL 1.3

THE COMPOUND

Tackle the two samurai guarding the gate: they are immune to thrown weapons so use Kurosawa's fists. When they have been defeated, two chests drop in. Collect the key from the one on the left and enter the compound.

Shoot the handstrap to open the gate.

Kill the next set of guards and proceed right. Cross the moving platforms. Kill the guards and recover a Key. Open the silver gate, then enter the next courtyard.

Two waves of samurai pour out of the guard house. Duff them up and the grate in the floor will raise. Enter the grate and step on the switch to the left of the staircase. If you want to get some health chalices, kick in the peasant women and open the two chests at the far end.

GUARD DOG

Return to where Kurosawa crossed the moving platforms. The switch will have dropped the spikes, opening a new section. Enter the section and clear it of guards. Use the key that is dropped to enter the next compound along. Avoid the massive dinosaur and run round the edge of the compound dispatching bad guys. When they have been defeated, concentrate on attacking the dinosaur. Use shuriken to stay away from his physical attacks, jump when he spits fire. When he finally dies, collect the Key from his remains. Go back across the three moving platforms and walk towards the gap on the left.

SECOND KEY

As Kurosawa approaches the gap, a platform will appear. Cross the platform and attack the guards. Get the Key and enter the second courtyard. Kill the guard inside and go down the grate when it opens. Collect the Food and the Mace from the chests. Go to the right of the staircase and activate the switch. Return to the top of the stairs and enter the new area. As before, killing the dinosaur will produce a Key. Return to the central gate and unlock it. Dodge the laser beams and kill the two samurai guarding the gate. Open the gate and walk left.

WILD HORSES

Leap to avoid the charging horses and head left. Kill the guards at the end of the road and more will pour out of the house. In this next batch of adversaries are some dai oni sorcerers. They have magical lightning and fireballs to back up their fist fighting skills. They are unarmoured, so shuriken work really well against their demonic hides.

Oriental sights are spiced up by three on one action.

Grab the Key from the chest and unlock the nearest gate. Go inside and clear the area of evil. Collect the Gold Key from the chest that drops in and return to the path. Walk right and dodge the horses. Kill the enemies that appear from the houses and use the key that is dropped, to open the door. Enter the courtyard and remove all opposition so that a Gold Key is dropped in.

FINAL FIGHT

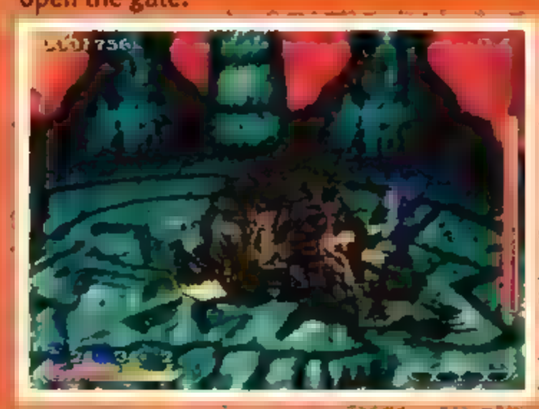
Return to the centre gates. Use the key to unlock them. To the left and right of the main walkway are two sets of samurai. Kill them and throw knives at the stone tablet next to the grate. The latter will open, allowing passage to the lower levels. Defeat the guards inside and get the stuff out of the chests above.

Return to the path and open the gate at the end. Enter the courtyard and get ready for a massive fight. Guards will continuously pour out of the doors and attack Kurosawa. Chests appear either side of the courtyard when a certain amount of enemies have been defeated: use them to recharge Kurosawa's health. After the guards have all been slain, the doors leading to the shop will open, allowing Kurosawa to reach the end of the level.

LEVEL 1.4

DOJO

Walk down the hall and do battle with the guards. When all the guards in there have been slain, approach the screens and they will part. Proceed through the screens to the next set of halls and leap over the gaps in the floor. On reaching the fifth hall, a multitude of karatekas attack. Defeat them all and the two samurai that join in the fray. Collect the Key from the chest and open the gate.



Stay at a distance and shoot, to beat this boss.

Eliminate the spectres inside and the two ramps will turn into steps. Climb the steps on the right and defeat the karatekas at the top. Approach the swinging logs carefully and wait until they slow down before jumping past them. Collect the first Silver Key from the chest.

Climb the steps on the right and kill the dudes there. Dodging the logs is a bit trickier this time as there are several sets of spikes to negotiate whilst doing so. There is also a gap between the spikes and the logs. Run past the spikes and wait in the gap for the logs to slow down. Then leap to the chest and grab the Key.

HORROR SHOW

Unlock the first gate and grab the Weapon from the chest. Collect the scroll from the second chest and open the locked gate as before. Kill the spectres in the next area and shoot the candles to get some coins. When the area has been cleared, the two ramps will turn into stairs. Climb the stairs on the left and kill all the guards. This will cause a ramp to appear next to the two centre chests. Collect the Silver Key from the centre chest and return to the candles.

Scale the ramp on the right and avoid the fireballs by leaping left and right. Get to the bench behind the fireball machine. Start throwing shuriken at the machine and quickly run to the side of the bench to get away from the fireballs it shoots. When the machine has been wrecked, collect the Key from on top of it. You don't have to kill the guards that enter the chamber, but it will gain you extra points.

INNER CIRCLE

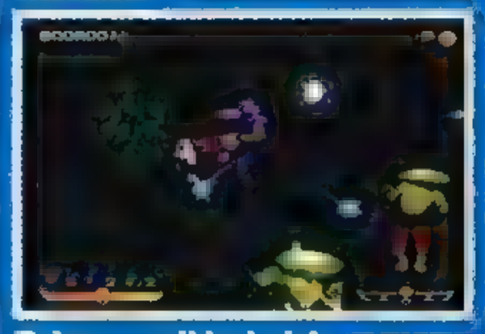
Kill the spectres in the next area and the green demons that

ABILITIES...

STEALTH

By using his special stealth move, the ninja can sneak up on his enemies and cut them down in true assassin style. Stealth comes in handy when facing the end-of-level bosses, as their powerful attacks come to nought when targeting an invisible foe.

MAGIC

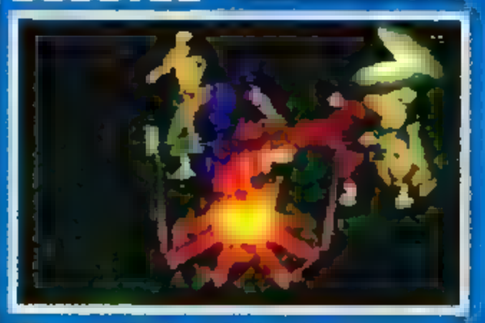


Being a mythical ninja, Kurosawa has access to magic powers. These can be charged up to extreme levels by collecting the Sacred scrolls hidden around the map. Magic is good when used against groups of foes, but it is best saved for the end-of-level bosses.

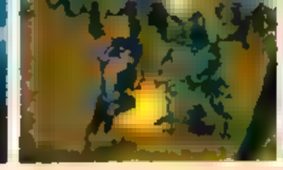
SHURIKEN

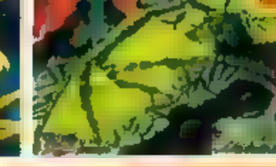
The best way to take out an enemy is from a distance. Kurosawa knows this and comes equipped with an infinite set of throwing blades. The blades are most effective against unarmoured opponents and can be powered up using the Sacred scrolls.

BUJUTSU



When all else fails, Kurosawa reverts to his special ninja unarmed combat skills. Should he find a weapon, he can obviously inflict more damage. As with the other attacks, Kurosawa's bujutsu can be powered-up using these elusive Sacred scrolls.

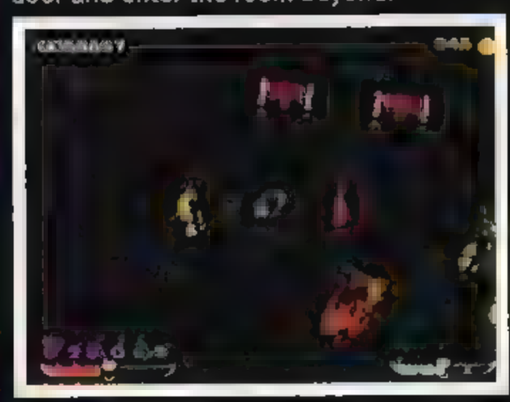




LEVEL 2.1

MINES OF MADNESS

Shoot the first set of attackers with shuriken, then wade in with hand attacks as they get close. Continue along the corridor, slaying bad guys until Kurosawa reaches a door with a gold lock. Take the left-hand passage and open the chest to get the Key. Use the key to open the silver door and enter the room beyond.



This guy's dynamite. Run away!

Kill all the creatures that attack before running to the end of the room and a chest will drop in. As Kurosawa runs beneath the bridge, a bloke starts lobbing dynamite at him. Use the key to unlock the door at the end of the hall and leave.

Kill the guards in the next section and carefully cross the gap at the end of the corridor. Run left and right to avoid the boulders that come hurtling towards the ninja and get to the top of the ledge. Enter the next room and leap over the lethal green blobs that infest it. In the next room there are more blobs. Run past these and approach the walkway.

INTO DARKNESS

Time Kurosawa's leaps past the spiked balls and be careful of the gaps in the bridge. Once he hits the other side, give the nasties there a beating. Take the Health from the chest and walk right. Look out for the falling beams as more blobs slither down the corridor.

Step on this green s*** and you'll be poisoned.

Duff up the dynamite dude on the walkway and head for the walled-up tunnel. Kill the skeletons and a couple of spiders will join the party. Use shuriken to dispose of the arachnids and examine the chests that drop in. Run back to the walkway and Kurosawa will drop down. Walk south, then turn right and open the gold door.

THE DEPTHS

Leap over the blobs that inhabit the first tunnel and enter the second. Skeletons, ninjas and spiders all attack from various points in this tunnel, so keep firing shuriken to keep them at a distance. Once the first wave's been downed, tunnel trolls will attack. Wade in with a few swift punches to halt their spear-jabbing tactics. When all the monsters in this section have been vanquished, open all the chests that drop in. Use the Silver Key to open the door that's at the end of the corridor.

Kill the trolls that attack and walk right. Take a run and jump to avoid being crushed by the spiked walls, but stop dead as soon as the ninja is clear. Wait until the beams fall down, then continue. When Kurosawa reaches the end of the corridor, leap onto the lift to be taken to the level above.

Giant spiders are easy prey to the Shuriken.

The lift takes Kurosawa to another tunnel infested with skeletons. Bats will also drop from the ceiling. Use shuriken to defeat both these adversaries and collect the key from the chest. Once it has been taken, return to the locked door.

BOOBY TRAP

Leap over the blobs that infest the first room. Walk up to the traps and run near them to set them off. Kill the ninjas in this area and continue down the tunnel. More enemies will come out of the walls. Instead of fleeing into the tunnel, stick around and do battle with them. When they are defeated, a couple of chests will drop in, containing Health and a Sword.

Leap over the gap and cross the walkway to the left of the next pit – don't try to jump, it's too wide! Run round the corner and a trapdoor in the floor will open. Monsters pour out of the trapdoor so lay down a barrage of shuriken. If you are lucky you may be able to knock a few of them into the pit, so always stay in front of it.

Another dynamite dude is hiding on the walkway above the next room. Stay near the door and kill the monsters there. Collect the Key from the chest and exit through the far door. Continue down the passage and Kurosawa will come across a locked door. Step on the switch and walk back down the corridor to get to the previous pit.

GOING HIGHER

Jump on the lift that has appeared in the pit. Enter the corridor above and sprint left. Collect the Extra Life from the chest and run to back to the right corridor before the spikes hit home (keep jumping to move faster). Kurosawa now has to leap across a set of moving platforms. Upon reaching the other side, he has to run past another spike trap – this time the exit is on the right.

Walk round the corridor again and kill the dynamite dude. Proceed north, kill the two ninjas, and grab the Key. Return to the walkway and drop down. Go north and jump past the nasty spike traps that lie in wait.

After the spikes is an innocuous-looking gap with two stories that need to be jumped on. Leap across them quickly, as they collapse after a while.

DEMON SPIDER

As Kurosawa nears the exit door, a huge spider descends from the ceiling. Back off and use shuriken on this webbed menace. Occasionally it will lay eggs and hordes of little spiders will rush Kurosawa. Jump on them when they get close and continue madly firing at the demon spider.

Where's a bath when you need one? Keep running from the spider. If he gets too close he'll chew you up. Use all the magic you have left to bring him down. If that's not enough then you're in trouble.

accompany them. Don't bother examining the chests whilst fighting, as they only contain poison and explosives. Head for the left ramp and kill the karatekas at the top. This will convert the ramp there into stairs.

Climb the stairs and kill the samurai. As before, kill the guards to activate the steps and walk towards the brass dragon. Leap onto the platform next to the dragon, to avoid its lunging bites. Scale the ramp, kill the guards at the top, and walk to the far left. Drop down the ramp and avoid the dragon at the bottom. Activate the switch, then quickly return to the top ledge. Slide down the middle ramp and grab the Key before the spikes reappear.

Repeat the above method to clear the second area and grab the Key. Return to the candles and open the two gold gates.

FIRES OF HELL

On crossing the first platform, the ledge will drop away. Move quickly to the chests to the north and collect the Battle-axe and the Scroll. Keep jumping to avoid the flames that are spat out of the fire pillar. Head for the spike on the left side of the fire fountain. When they disappear, quickly leap onto the staircase.

Put out the fire to escape through the teleporter.

Walk to the room on the right and clear the area of monsters. Use shuriken to destroy the shutters above the sunlight mosaic on the ground. When the shutters are destroyed, the sunlight will partially activate the teleporter in the fountain. Go to the next room along and do the same there. After both the shutters are opened, walk round the gallery to the rooms on the other side of the hall and destroy the shutters there. Once all four shutters have been ruined, go down to the fountain and leap into it.

DEMON MASTER

On landing, Kurosawa comes face to face with his arch adversary Batanaka. Batanaka then conjures up a demonic foe to kill the ninja. This creature has powerful close-quarter attacks, so keep it at arm's length. Shuriken don't do much damage, but hand attacks work great. Run in and hit him twice, then retreat to a safe distance. After doing this several times, he should be weak enough to finish with magic.

LEVEL 2.2

CLOUD CITY

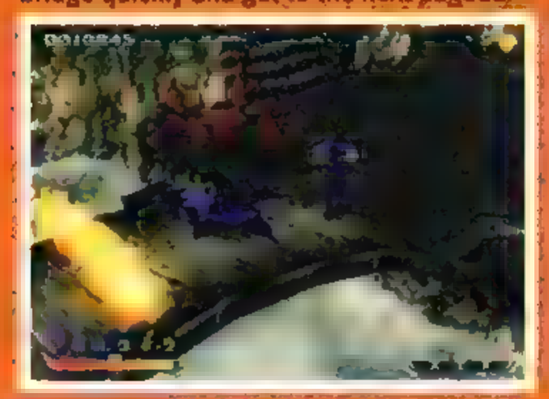
Walk up the stairs on the right. Collect the Gold Key from the chest, then proceed to the bridge. Clear the first two demons on

the bridge and run to the other side before the fireballs can hit the ninja. Defeat all the demons using shuriken and open the two chests left behind. Go through the gate, activate the switch, and run across the bridge.

Knock the ninjas over the side and walk to the north edge of the pagoda. Cross the bridge and unlock the windmill. Return to the pagoda and walk towards the ropes. Leap on the platform that arrives. Activate the save point. Kill the gill men and walk round the pagoda. Continue round the pagoda and give any samurai you find a good dig in the head. Walk to the left of the platform you came in on and a step will appear. Cross the steps before they vanish and get to the next pagoda.

FALLING DOWN

Wait until the spike traps start to retract before leaping between them. Activate the glowing orb in the centre, then drop down and activate the second orb on the ledge below. Defeat all the monsters on this level and return to the top ledge. To the left of the elevator a bridge will appear. Cross the bridge quickly and get to the next pagoda.



Use your shuriken to stop the flying demons.

Defeat the samurai on the top ledge and three chests will appear below. Drop down to the lower ledge. Open the chests and take the left path round the pagoda. Kurosawa now has to leap across the moving platform on the right, whilst rocks are being dropped from above, to collect a glowing orb. Once the orb has been touched, return to the ledge where the chests were. Walk slightly to the right and cross the bridge that has appeared.

Return to the top ledge and go back to the platforms where the rocks are being dropped. Cross over the high ledge and kill the samurai guarding the rear of the pagoda. More chests will appear on the top and bottom ledges. Collect them all, and the Silver Key , before returning to the pagoda with the spike traps.

ILL WIND

Cross the fading platforms to return to the pagoda with the ropes. Walk over to the windmill blowing leaves. Every so often, the windmill will slow down. Use this respite to cross the fading bridge and reach the next pagoda along.

Walk round the left side of the pagoda and cross the rickety bridge towards the end. Unlock the gates at the end of the bridge. Do battle with the many ninjas that materialise in the courtyard. After they have been slaughtered, go down the steps that form in the centre of the yard.

Approach the hole in the tunnel and leap across the platform. You will have to jump onto it when it becomes invisible, or it will fade and send the ninja to his death. Once past the deadly hole, climb the steps and hit the save point.

FIRE WALKER

Walk down the path to the right of the fire and get the Gems from the chest. Return to the save point and climb the steps on the left. When Kurosawa is just above the chest, drop down and get the Extra Life. Go back up the steps and kill the gill men to get the bridge to lower. Crush the large gill man and walk to the other side of the bridge.

More large gill men will attack here, finish them all to lower the second bridge. Continue round the mountain ledge and climb up the first set of steps you find. Walk right and go down the elevator platform. Kill the samurai there and collect some Bonus Gems.

Another deadly jump awaits in the mountain kingdom.

Return to the high ledge and approach the meat machine. Cross the meat machine at the right side when the spikes have lowered. If you are quick enough it won't even touch Kurosawa. Clear the cul-de-sac of gill men and collect the Silver Key from the chest that is awarded. Return to the locked gate where you fought the ninjas.

Unlock the gate and cross the moving platforms. When Kurosawa reaches the last one, leap across to the steps in the side of the mountain. Once at the top of the steps, the level will be finished.

LEVEL 2.3

HEAVEN MOUNTAIN

Walk left and grab the Gold Key. Climb down the central steps and cross the knackered bridge. Duff up the gang of samurais next to the pagoda. Walk round the right side of the walkway and dodge the two traps there.

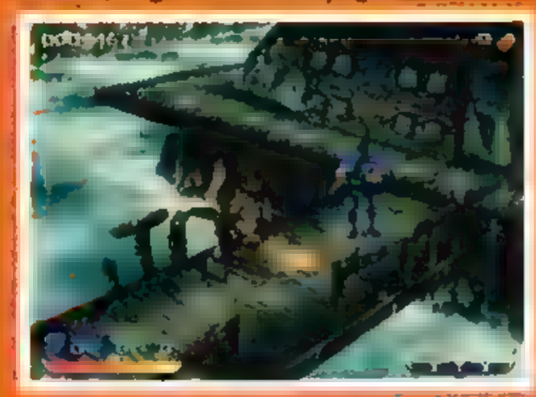
If you run through the gap expect to be a lot thinner afterwards.

Cross the bridge on the right and activate the windmill. Go back past the traps and go round the left walkway. Leap onto the rope platform, when it arrives, and cross over to the other side of the canyon.

Walk round the side of the pagoda and cross the lowest moving platform. Run to the lift at the rear of the pagoda, then ride it to the top. Cross the next set of moving platforms and attack the gill men guards. Once the guards have been given a free skydiving lesson (without parachute!) a glowing orb will appear. Touch the orb and walk left to the two barrels. Cross the bridge that appears there and activate the save point on the far side.

HIGH GROUND

Fight your way through the ninjas guarding the ledge and get to the rear of the building. Chuck shuriken at the barrels and they will explode, killing the ninjas. When they are all dead, another blue orb will appear. Activate it and walk to the right of the ledge. Cross over the path that has formed, to get to the next pagoda.



Fighting on the bridge is dangerous, don't do it!

Drop down to the lower ledge and give the gill men that greet you a good working over. Blow up the barrels and collect the Gold Key. Walk round to the windmill and turn it on. Go back up to the top ledge. Now run past the spike traps and get on the rope platform.

Get over to the next pagoda and take the elevator to the top level. Destroy the barrels on the ledge and go through the door that is revealed. Cross the carpet of spikes and walk round the ledge until you come across another set of moving platforms. Leap over to the next outcrop and slay the samurai guards.

BURNING BRIDGES

Run over the bridge that descends. Kill the next group of guards. Run across the second bridge. Kill the gill men in the courtyard. Scale the ledge and follow the path round the mountain. Eventually Kurosawa will come across a nest of gill men. Put all of these creatures to the sword and the Silver Key will be dropped in.

Run round the mountain and return to the pagoda. Go back through the secret door in the top. Drop down to the lower ledge and head for the bridge between the spike traps.

GREEN DRAGON

Cross the bridge and fight your way left.

Chasing the dragon is bad, riding it is good.

NINJUTSU

The art of ninjutsu was often called the art of cheating by other fighters. It is really the art of winning – by any means necessary!

AIR
Use the jump button, liberally, to get away from groups of enemies. Remember the ninja can punch and kick whilst in the air, whereas most of his enemies cannot.

EARTH
When facing armoured foes always use the shuriken. This will prevent them from getting close and damaging Kurosawa with their fists.

WATER
When engaging opponents hand-to-hand, try and back them against a sheer drop or a river. A powerful attack will then send them flying off the edge for an easy kill.

FIRE
Use level one magic to defeat a group of opponents if they surround the ninja. The blades aren't very effective but they do provide some respite.

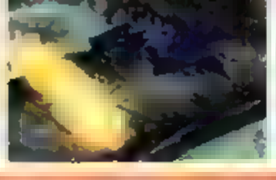
VOID
If the ninja is close to death, expend all his resources to keep him alive. If the ninja dies, all his items and magic will be lost, so there is not much point hanging onto them.

Once all the gill men have been put down, the platform there will activate. Ride it to the top and walk towards the Scroll. A huge green dragon will drop in and attack Kurosawa. Sprint round the dragon and use magic potions to knock down its energy. Keep circling it and firing off shuriken and it will be stunned. Kurosawa can now use the dragon to get to his next destination.

LEVEL 2.4

DESERT ISLAND

After that kindly dragon drops Kurosawa off he will arrive on the secret island. Walk left and kill the fishermen by the fire. Open the chests and walk back right. Defeat the lizard men before going through the trees, as they drop coconuts if the ninja gets too close. Skirt the trees by going through the water and approach the clearing filled with plants. Get near the plants, then retreat to the water. Doing this will cause them to explode, leaving the path to the chest clear. Collect the Silver



Key from one of the chests. Head back to the ramp and scale it. Open the chests on the way to the top. Jump up and unlock the gate. Stand outside the central hut and beat down the guards that come out. When they have been eliminated, walk left. Open the chest near the tombstone to get a Scroll then walk towards the bridge on the right.

RIVERSIDE

Activate the save point. Leap of the right side of the bridge and onto the raft in the water below. Let the raft take Kurosawa to a small hut. Enter the hut and he will be transported back to the bridge, this time the spikes will be gone.

I can see my house from up here!

Walk across the bridge. Murder the blokes by the fire and walk right. Leap onto the moving platform and jump over the beams. Collect the Gold Key from the chest. Go back across the platform and unlock the gate. Run through the mantraps and approach the obelisk in the clearing. The obelisk will then activate and start shooting at the ninja. Throw shuriken at it when the blue light shines. After it has been destroyed collect the Silver Key and open gate on the right.

GILL MEN

Run down the ramp and do battle with the gill men below. Try and lure them towards the exploding flowers for a few easy kills. When they have been fought off open all the chests left behind and walk to the bridge.

Sprint across the bridge and jump the magic balls that fly at the ninja. Once clear, attack the gill men below. Continue round the island until Kurosawa reaches a chest. Plants will suddenly sprout from the ground when he gets near. Leap away from the chest quickly. When the plants have exploded return to the chest and get the key. Run back to the spike platform. Use the key and climb on to it. Knock the bad guys off the platform, and walk along the narrow walkway to left. Head towards the obelisk and destroy it. Collect the key from the remains of the obelisk. Walk back to the spiked roller and follow it when it moves right. Drop down the ledge and dodge the next roller. Duff up the ninja on the hill and run down the slope.

GUNPOWDER PLOT

Walk up to the river and wait until three barrels are lined up. Quickly leap across the barrels to the save point on the island.

Knock the gill men from your path and jump onto the jetties to the left. Cross over to the island and defeat the gill men there to receive a Silver Key. Return to the save point and cross the second set of barrels. Leap over the jetties here as well and attack the gill men on the island – chests are constantly dropped in as you fight, so search them out. There is an extra life on the left of the island along with a Scroll, so head there first.

When all the gill men have been dusted, collect the Silver Key from the left-hand path. Climb the hill and open the gate at the top. Kill the ninja guards and use the second Silver Key to open the next door along. Cross the bridge and wreck the spirit tower with your blades. Collect the Gold Key and go back along the jetty.

Use both keys to deactivate the spike traps, then use them top reach the high ledge. Run past the spiked roller there. Then drop down to the lower part of the island.

BRIDGE TOO FAR

Follow the beach along and activate the save point on the pier. The next part is tricky, as fast moving balls of spirit energy blast through the pier and attack Kurosawa. Edge forward until they emerge, then run in the opposite direction to get away from them. Keep jumping until they dissipate.

RIKISHI

At the end of the pier a boat will arrive, it containa a fat boy sumo. This guy will lumber slowly towards Kurosawa and pummel him with his fists. If Kurosawa gets too far away he will charge and attempt to bowl him over. He also has a nasty line in paralysing magic so be sure to stay away from him. Use shuriken to chip away at his health and run in with a few blows when he charges.

DEMON LORD

After replenishing his stocks at the shop, Kurosawa will be transported to the nether realm. Here he must do battle with the vile demon lord. The demon has physical attacks only and relies on his deadly feet and claws to defeat the ninja. When he is in the air, try and get behind him and unleash some shuriken. When he eventually falls to earth, use magic and fists to bring him to his knees.

LEVEL 3.1

DRAGON'S HEART MOUNTAIN

Rush through the icy terrain and defeat the samurai archers that guard the path. Take the left turn. Climb the rocks near the bridge. Slay the demons on the top ledge and collect the Silver Key. Cross the bridge, do battle with the ninja on the slope. Unlock the spikes at the crest of the hill.

Walk right, along the ledge. Leap past the spikes that jut out. Drop down the ledge and cut down the ninja below. Get on the white platform in the water. Walk through the shallow part of the lake and explore the first island. Collect the gold from the chests and escape to the water when the eagles attack.

Follow the shallow water left. Kill the ninja that swim over to you. Cross the moving platforms and get on the next island. Run along the bottom ledge, past the spikes. Collect the Extra Life and drop down into the water. Grab the Silver Key from the chest and get back to the island. Walk up the nearest ledge and unlock the gate at the top.

ARMED ASSAULT

Remove all opposition from this area and a chest will drop in. Use the Silver Key that drops in to unlock the gate at the bottom. Grab the mace and another Silver Key from this area and open the gate on the right. Drop down the ledge and give the ninjas below a good working over. Walk left and wait for the rocks to fall down. Jump across the ledge before they fall again. Cross the remaining ledges and enter the first enclosed area. For this and the next three areas you will need to defeat all opponents to open the gates.

Behind the rock in the southwest corner of the fourth area is a chest with a sword. Collect this and cross the bridge on the right. Attack the archers next to the campfire, but be ready to dodge their flaming arrows. Once they have been expunged, open the chests and get the Gold Key. Run up the ramp and unlock the gate.

GLACIER

Kill the enemies in the next area and go round the path on the right. Wait for the ice flow to stop, then cross the remaining ledges. Step on the pressure plate and collect the Sai from the chest. Go back over the ledges to the first area and climb up to the cliff where the spikes were. With the spikes gone, proceed left. Clear the area of adversaries and go up the ledge to the north. On this cliff the ledges have a habit of giving way and there are boulders rolling down at regular intervals. Bear this in mind and hastily get to the top of the cliff before dying a messy death. Crush all resistance at the top of the cliff. Proceed up the ledge to the north and activate the save point.

[illegible]

Go right collect the Gems from the chests. Walk left and slay the guards in the first area to get the Silver Key. Open the gate and step on the pressure plate. Return to the save point. Go back down the cliff and walk round the path on the right. When the boulder rolls down step on the opposite wooden beam. This will propel Kurosawa into the air: manoeuvre him onto the cliff, being careful to avoid the mantraps, and continue up the mountain to activate the save at the top.

CONCEALED ARCHERS

Walk west then north, through the rocks. There are many samurai bowmen hidden in the trees. Stay on the move and get to the bridge quickly. Cross the bridge and approach the flame jets. After flaring for a while the jets will cut out, giving you the opportunity to run past. Proceed through the next section and kill the guards to open the bamboo gate.

Continue up the cliff and activate the save point. Walk right and kill the demons to get a Silver Key. Go back to the spikes below and deactivate them. Run left and kill the next two areas of guards to open the gates.

MOTHER DRAGON

The mother dragon will breathe fire at regular intervals an is apt at protecting herself at close range. Only her head and neck can be damaged so don't attempt to strike her else where. Don't use hand attacks against her either as she'll burn the ninja to a crisp in seconds. The best way to kill the dragon is to stay on the move and fire shuriken at her when you get the chance. This will take a while but it is the safest way to beat her quickly.

LEVEL 3.2

THE TUNDRA

Use the barrels in the start area to destroy the black ninja masters. They attack faster than the previous ninjas, so keep them at bay with shuriken. When they have been defeated, walk over to the spring platform and ride it to the ledge above. Walk along the ledge, drop down and cross the bridge. Defeat the ninja there and walk left at the end. Climb the icy pillars. Then run across the spike traps above. Just in front of the last spike trap is a deadly pit. Wait until the jaws snap shut, then leap across both gaps in quick succession. Run round to the bridge and stop whilst the icicles drop down onto it. When they stop falling, cross the bridge and carve your way through to the save point.

WASTE LAND

Run to the left of the area and scale the icicles. Walk round the ledge and cross the laser-filled gap using the moving platform. Slide down the slope and kill the ninja guarding the track. Get on top of the highest icicle and wait for the mine cart to go past. Leap onto it and ride it to the edge of the tracks. Leap off the cart and cross the gaps using the other moving carts.

[illegible]

Kill the ninja and activate the save point. When this is done, the skull cave on the left will open. Enter the cave and cross over the gap to where the blue pillars are. Run right, so that the wraiths don't catch Kurosawa, and defeat the trolls there. Run up the ramp and follow it left. Battle to the end of the ledge, kill all the black ninjas and the energy field will drop. Enter the door to get back to the tundra.

TUNNELS & TROLLS

When Kurosawa appears from the cave, a group of trolls attack. Defeat them, then the wall collapses, allowing larger trolls to join the fray. When no more trolls appear, walk to the left side of the clearing. Climb up the icicles there and murder the creatures guarding the top. Keep running left and ignore the bridge that runs right. Drop off the pathway and activate the save point.

Leap the hurdles or try. Your choice!

Walk up the ramp where the barrels are falling. Leap over them and hit the switch to the left. This lowers the bridge. Return to the bottom ramp and cross the bridge. Climb up the ramp and activate the next switch. Cross the next bridge and climb the left ledge. From here leap to the platform. Get off at the top and kill the trolls. Walk over top the ledge on the right and collect the Gold Key. Go back down the elevator and continue left. Walk between the dragon ribs and unlock the doors with the key.

ICE SLUG

Inhabiting this area is a ice slug, hit it with fists and feet. Most of its attacks only hit at a distance so Kurosawa should be safe up close. If you're quick, work your way round its side so it can't hit you with its claws. Then collect the key and open the gate.

Run down the slope and cap the black ninja. Collect the extra life from the chest when you have done this. Walk to the save point and open the next gate along.

Go through the gate and jump onto the platform in front of the ninja when it glows green. Jump to the left platform and so on, to get to the other side. Once on the other side run through the wheels to the save point.

Kill all of the monsters near the save point and go through the cave. Run across the bridge and kill the cave-dwelling monsters. Walk left to the gangplank and ride the lift to the highest level. Cross the ledges next to the spikes, then negotiate another set of spinning spikes. Leap over the spikes when they flash green to get to the chest. Collect the Gold Key and run back avoiding the pursuing trolls. Unlock the gate for the save point. Another ice slug will batter his way out of the ice and attack Kurosawa. Once he has been defeated the level is finished.

The elevator give you access to all levels of the mine

LEVEL 3.3

DAMNATION'S CAVES

When Kurosawa recovers from his fall, run right, up the tunnel. Collect the Scroll from the chest and defeat the vanguard of elite ninjas. Continue along the passage and activate the save point. Remove all opposition in this area and grab the two chests that fall. Run right and leap onto the floating rock. Ride the rock down the river,

Wait for the lava to vanish before crossing the gap.

avoiding the deadly hands that attack. They are slow moving and don't pose much of a threat. Leap off the rock when it stops and activate the save point.

Kurosawa will now be mobbed by ninjas and trolls that pour out of a secret passage. When they have been beaten off, two chests will drop in, one of which contains a Silver Key . Use the Key to remove the barrier on the left and continue.

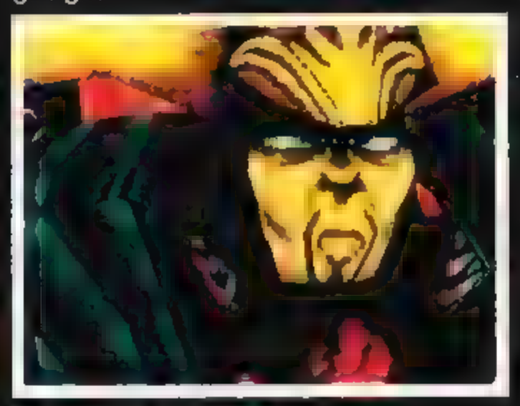
BURNING BRIGHT

Defeat the troll guards, then proceed to the higher of the two ledges in front. Cross the trap-filled ledge swiftly so Kurosawa does not take much damage from the fire there. On reaching the end of the ledge, open the chest to receive a sword. Drop down to the rock below. Clear the bad guys from the rock face and walk over to where the blue gas emerges. Shoot the wall with shuriken to knock it down. Run past the gas when it flares, to the safety of rock. Shoot down the wall and kill the trolls on the other side. Walk over to the lava and leap across the pillars of rock – be quick, as they sink if you hang about! Once on the other side, kill the guards to lower the barrier on the left.

FALLING DOWN

Walk over to the two pathways and take the higher one. Dodge the flame-jets and attack the guards at the top of the path. Continue down the path and recover the Silver Key. Use the key on the lock to lower the barrier to the north. Jump past the barrier and ride the elevator to the top. Cross the spike traps and get top the top of the cave. Grab the Gold Key and return to the save point.

This time run down the lowest of the two ledges. Dodge the spikes and use the Key on the gold lock. Quickly run to the bridge that is formed and cross the fire. Run under the spikes and open the chests on the left. Cross the bridge and beat the bad guys there. Walk left and attack the guards that come out of the secret passage. Stand in front of the passage and leap over to the island in the lava. Collect the extra lives from the chest. Step on the middle plate. Return to the main ledge and go right.



I think this dude needs an opinion.

Jump up the ledge that has now been cleared. Dodge the flames and get to the top. Collect the Gold Key. Go down the ledge. This time walk left to where the boulders are rolling off the ramp. Wait until the first boulder drops off the edge, then quickly leap over the ramps. Defeat the two trolls on the other side. Use the Gold Key to activate the bridge and proceed swiftly across it.

DEVIL KIN

Drop down the ledge to the south. Stand between the two spiked balls and kill the fire imp that jumps out of the lava. When it is defeated, a chest will drop in and the way ahead will clear. Run past the balls, to the other side of the lava pit. Use shuriken to destroy the second imp that appears in the pit and another chest will drop in. Go south, down the path.

Walk left along the narrow walkway, dodging another set of swinging balls. Activate the switch on the next platform. Go back right. Head for the second lava pit. Cross the newly formed path to get to the main island. Mini volcanoes will erupt in this section so don't stay still. Run north, then walk east to the edge of the lava. Wait until the second stone is lowered then jump to the first, quickly hop onto the second stone before they both disappear beneath the magma.

Activate the save point and kill the trolls that attack. Run left, to the edge of the cliff. More unstable platforms now have to be negotiated.

MAGMA

Jump to the middle platform and wait until it reaches the ledge above. Walk right, up the ramp. Make your way to the gas tunnel above. Shoot the tunnel wall and run to the middle. Activate the switch there and return to the floating platforms. Cross over to the left ledge and get to the middle floating platform on the left. Ride it to the top again and repeat what you did in the last area to activate the second switch.

Return to the floating platforms again and go left. Walk down the steps and kill the guards. Go right and leap onto the square platform. Avoid the hands that reach for the ninja and ride it to the opposite cave. Activate the save point and kill the guards.

Walk right, to the top of the ledge. Leap to the glowing bridge on the right, then to the middle bridge and finally the left bridge, before they vanish. Once on the other side tackle the ninjas and head for the next set of glowing bridges. Use the same method to cross this gap, but wait until the bridges have disappeared before jumping.

PATHWAYS

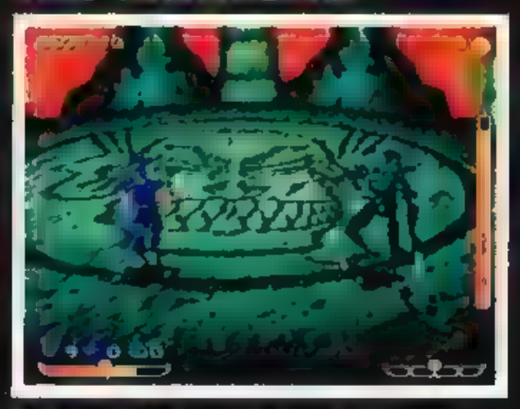
Walk down to centre of the four pathways. Head up the top right path and go through the gate. On appearing, go left and get on the lift. Cross over the spikes at the top and continue going left until you find a Gold Key. Return to the locked gate and walk right. Get on the lift. Cross the spikes at the top and walk along to get to the open gate.

Go through the gate. Run past the gaseous chamber and descend the pathway. The ninja should now be back in the centre of the four pathways.

Take the bottom right path. Deck the men there and collect the Silver Key from the chest. Return to the centre of the four pathways. Run up the top left path. Dodge the spikes and open the chest. Unlock the switch with the Silver Key.

Go back to the centre of the four pathways and along the passage that has been revealed. Cross the fiery pit an unlock the gate at the end.

THE WARLORD



The final battle is easy. Just keep firing at the demon master.

As the ninja leaps across the bridge he comes face to face with the evil warlord. Stay at a distance and hit the dude with shuriken. He will attempt to roll at you and knock you into the pit. Keep circling him and shooting. Don't get close to the warlord or he will do grievous damage with his sword.

THE DEMON MASTER

As bosses go this guy is quite easy. He lumbers along at a slow pace and occasionally fires homing fireballs in your direction. Keep him at a distance and rapidly fire shuriken at him. He has a mountain of energy so this may take some time.

Once he is defeated, the evil hordes will be banished to the nether worlds and ancient Japan will be safe for the remaining warlords to fight over for a further six centuries – until Tokugawa Ieyasu unites Japan in 1603 and becomes shogun.

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TOP TIP

FUTURE COP: LAPD

SOLUTION PART ONE

CRIME WAR

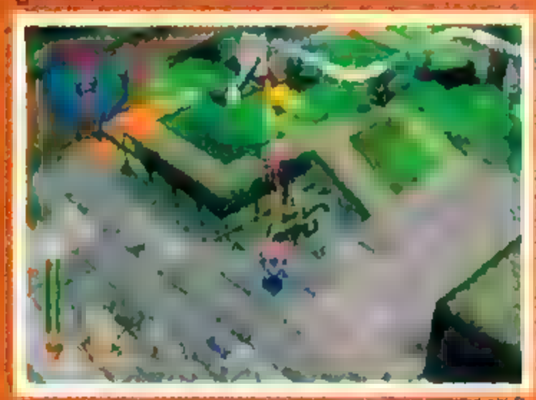
M1: GRIFFITH PARK

1 First, head up the ramp into the car park to perform some 'crowd control'; ie slaughter the lot of them!

2 Back on ground level, use your heavy weapon to take out the gun turrets, and specials to destroy the statue and large gun. Blast the gate behind it to open the way (and the tower to the left of it).

3 Nip into the west enclosure to grab the gun power-up, then return to gate and head north, blasting all the turrets. Use the west elevator to get onto the roof and get the Heavy Ammo.

4 Drop off the north side and blast the turrets and aircars. Grab the shield power-up to the east and destroy the generator near it to clear the exit.



5 Proceed north and take out the enemies in the west chequered alcove first. Head east, blasting aircars, soldiers, and turrets. Head west round the corner to open the gate and free some hostages. Blast the plasma generator just to the west, then another on the roof to the south.

6 Return to chequered area and north through the opened gate. Blast the car and soldiers, then turn round to take out more turrets above. Head round the southwest alley, blasting turrets, to get up the elevator for a Power-up. Proceed north, watching out for more turrets, soldiers, and an aircraft.

7 Head east to take out the statue with a special, then jump over the mines. Grab the Heavy Ammo before continuing east.

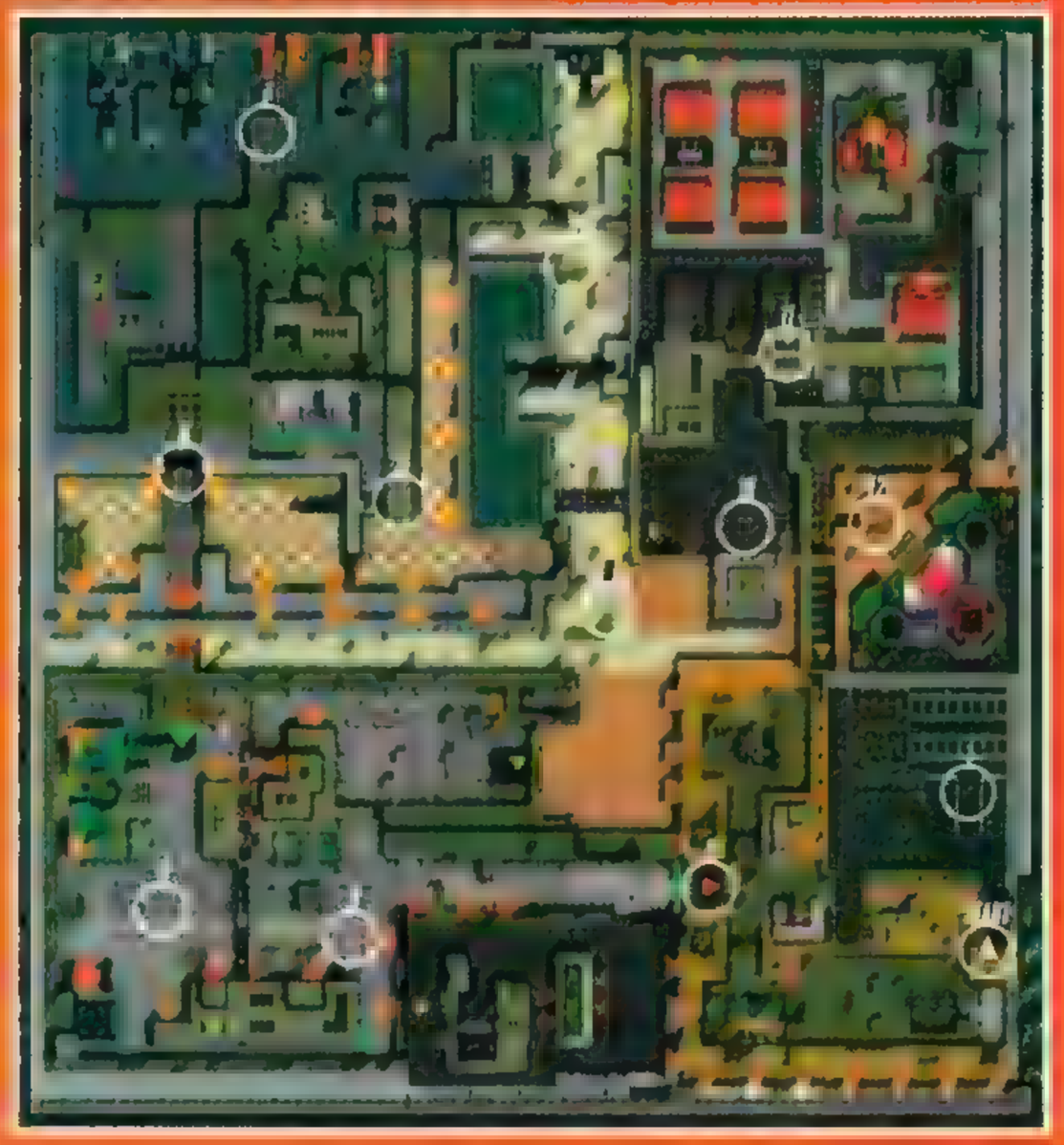
8 Blast the turrets ahead, then go north onto the bridge and south round the ledge, blasting droids, and over bridge to get the Special Ammo. Continue south, blasting turrets and the glass tube (watch out for mines below it).

9 Continue south to blast the droids in the open area. A flying saucer will then arrive: keep moving in a circle as you blast it with heavy weapons.

10 Take a detour west past barrels and droids to grab the Heavy Power-up. Return east and north through the eye gate. Be ready for a serious battle inside, then grab the Shield Power-up. Go to the elevator, flick the red switch to open the exit.

11 Proceed north and blast the turrets and soldiers. Grab the Heavy Power-up from the NW corner. Hit the green switch in the NE corner. Then use the SW elevator for a Special Power-up. Use it to bombard the soldiers below, then hit the blue switch to the east.

12 Drop down and head through the opened gate. Shoot the aircars, but save the NE Shield Power-up till you need it. Head upstairs to grab the SW Special Ammo. Use it to destroy the side domes, then the central one to complete the mission.



CHEATS

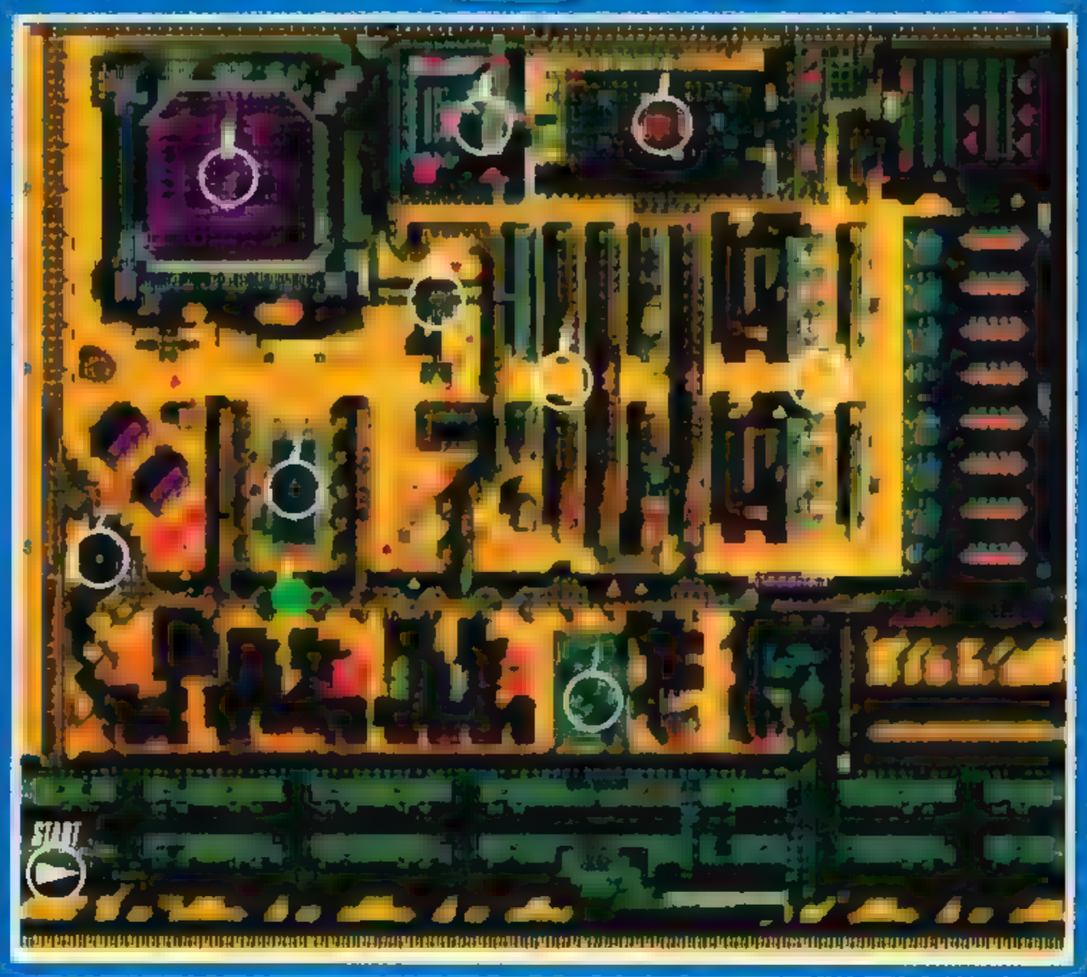
Enter these via the Password option found on either the Crime War or Precinct Assault zone selection screen.

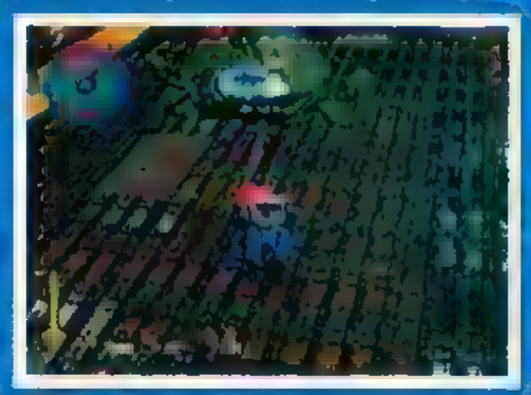
DISYFISLFY	All missions completed (in current mode).
DITIFISLFL	All missions completed and locked.
DYPYFASRMR	All missions completed. All Easter Egg weapons.
SIFRGYBERR	No missions completed. Invincibility allowed.
SYMRGOBRRL	No missions completed. All Easter Egg weapons.
DYSIFASRHY	All missions completed and locked. All Easter Egg weapons.
DYTIFASUHL	All missions completed and locked. All Easter Egg weapons. Invincibility allowed.

PAUSE CHEATS

RELOAD SHIELDS	■, Select, ●, ✕
RELOAD GUN	■, ●, Select, ✕, Select, ✕, ●, ■
RELOAD HEAVY	●, ✕, Select, ■, ●, ✕, Select, ■
RELOAD SPECIAL	■, Select, ■, ●, Select, ✕
POWER-UP GUN	●, ●, ●, ✕, ✕, ✕, ●, Select
POWER-UP HEAVY	■, ■, ■, ●, ✕, ●, ✕
POWER-UP SPECIAL	■, ●, ■, Select, ✕, ■, ●
INVINCIBILITY	●, ●, Select, Select, ●, Select, ✕, ■
ADD 200 POINTS	●, ■, ●, ✕, Select, ■, ✕ (Precinct Assault)
BLUE PLAYER BLACK	■, Select, ●, ✕, ✕, ●, Select, ■ (Precinct Assault)

M2: ZUMA BEACH





M3: LA BREA PITS

Recommended Weapons: Flamethrower, Concussion Beam, Mortar Launcher

1 Proceed west into the compound and blast the gunmen. Then take out the turrets guarding the west gateway – using the mortar if you have it.

2 Go through and hit the red switch (behind the doors). Then go up the ramped SW section to drop through the opened hatch. Grab the Power-up and head west

3 Take out all the soldiers, subs, and aircraft as you proceed along the canal. Then return to the other end of the canal, transform to hovercar, then speed through the six gates to turn on the water pump.

4 Now climb up via the moving pump and follow the ledge south, then west to the bridge. Go north through the gap and collect the shield power-up. Go down the ramp to the water and follow it east.

5 Grab the Heavy Ammo before proceeding upstairs to flick the switch which activates the water wheel. Grab the Special Ammo, then return west, timing your moves past the crushers in the water, ready for some soldiers at the end

6 Take out the aircraft as you proceed east to the water wheel. Then head west past it, into the temple.

7 Battle the soldiers and more aircraft, then blast open the west switch and hit it (and grab the nearby Shield Power-up). Do the same for the east switch, but avoid the blood as you return west. Grab the Heavy Power-up en route and blast the turrets

8 Head north, taking out more soldiers and aircraft. Grab the Gun Power-up from the NW corner, then hit the switch behind the north stairway.

9 Go to the NE corner and blast the turret to open the small gate. Go through and kill the soldiers, then grab the Shield and proceed west up the ramp. Follow it round to activate the final switch on the roof.

10 Drop down and blast the de-shielded statue, then activate the switch behind it to activate the nearby elevator. Ride it up to the upper walkway.

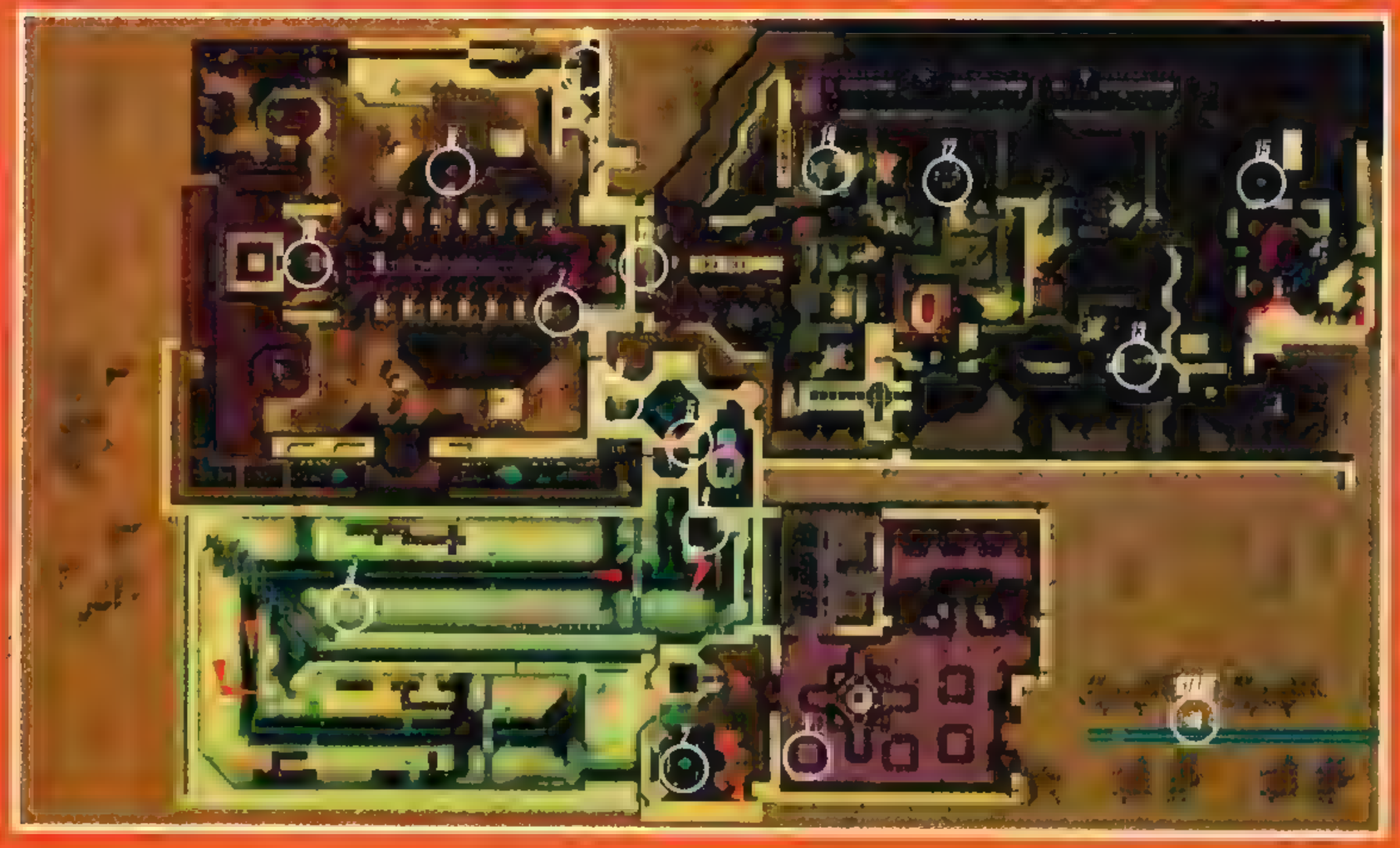
11 Transform to the hovercar, then race east up the ramp in order to clear the gap. Transform back and then grab the Special Power-up before descending the east stairs.

12 Shoot down the bats and soldiers in the labyrinth. Head east to the fire, then up the ramp. Follow the wall all the way round to the east

13 Drop off and blast the turrets, then head through the SF doorway, blasting more bats. Continue north, shooting turrets, to find another ramp.

14 Up on the wall, head north and jump the gap to the stairway. Collect the special and Heavy Ammo as you head easy, jumping the first crevasse. Collect the Shield, then drop down the second crevasse.

15 Shoot the soldiers as you approach the tentacled beast. Keep blasting the cult leader on the ledge there to smash the temple (grab the shield in the SW corner if you need it).



M4: VENICE BEACH

Recommended Weapons: Flamethrower, HyperVelocity Rockets, Plasma Launcher

1 Use rockets to blast hoverbikers, then flick the three switches behind the fences to open west canal doors.

2 Through doors, head south onto land, change to walker to blast soldiers. Head west onto bank to flick the switch and grab Gun Power-up.

3 Go east and climb onto roof ledge to flick the first switch. Jump over the gap for the second, then into the alley for the third.

4 Head through the opened door just to the south, transforming back to walker to battle the forces up the ramp. Head east and round bank to find Shield. Jump over gap and climb onto roof to flick the switch.

5 Head back south, over bridge where power field was. Grab Heavy Power-up from west, then head west along southern road.

6 Continue west, blasting soldiers and turrets. Jump south over mines, then east via barge to land. Get north Heavy Power-up, then flick east switch to lower bridge.

7 Head east over it and shoot the soldiers and aircraft. Flick the east switch to drop the power field, allowing you over the south bridge for the shield power-up.

8 Return to the area to the south of the mines and go west round the corner to the first switch. Then head up the ramp past the disabled power field, blasting soldiers and turrets, to get to the second switch.

9 Go back up the ramp onto wall and round past another disabled power field. Grab Power-up in SW corner, then proceed north along the ledge to gate. Blast it open.

10 Head north along the beach to control the crowd. Then take to the water and go north past the jetty and to the north of the beach for a Heavy Power-up. Return to the jetty and get onto it.

11 Transform to walker and head east along wall. Drop down for Heavy Power-up and blast mortar-firing cars and turrets before taking elevator back up to the wall again.

12 Continue east to the bridge and drop off. Head north to the water, then east past a couple of mines (use flamethrower to blast them). Flick the switch to open gate.

13 Head up the ramp and transform to walker to blast cars and soldiers. Head east and round to south bank to climb onto roof and flick switch to drop power field. Then jump to the west roof to hit another switch.

14 Head north over bridge and onto road to collect special power-up and flick switch just to south (frying the bloke up there!).

15 Proceed west past buildings and over bridge. Ride elevator up, to go south over bridge. Grab Heavy Power-up and go round green ledge to reach switch.

16 Go west, then south to collect Shield. Hit the NW switch to lower Vic's power field.

17 Blast the cars and soldiers and head up the eastern ramp into the building. Head west to collect the shield, then west over the long bridge into the fortress.

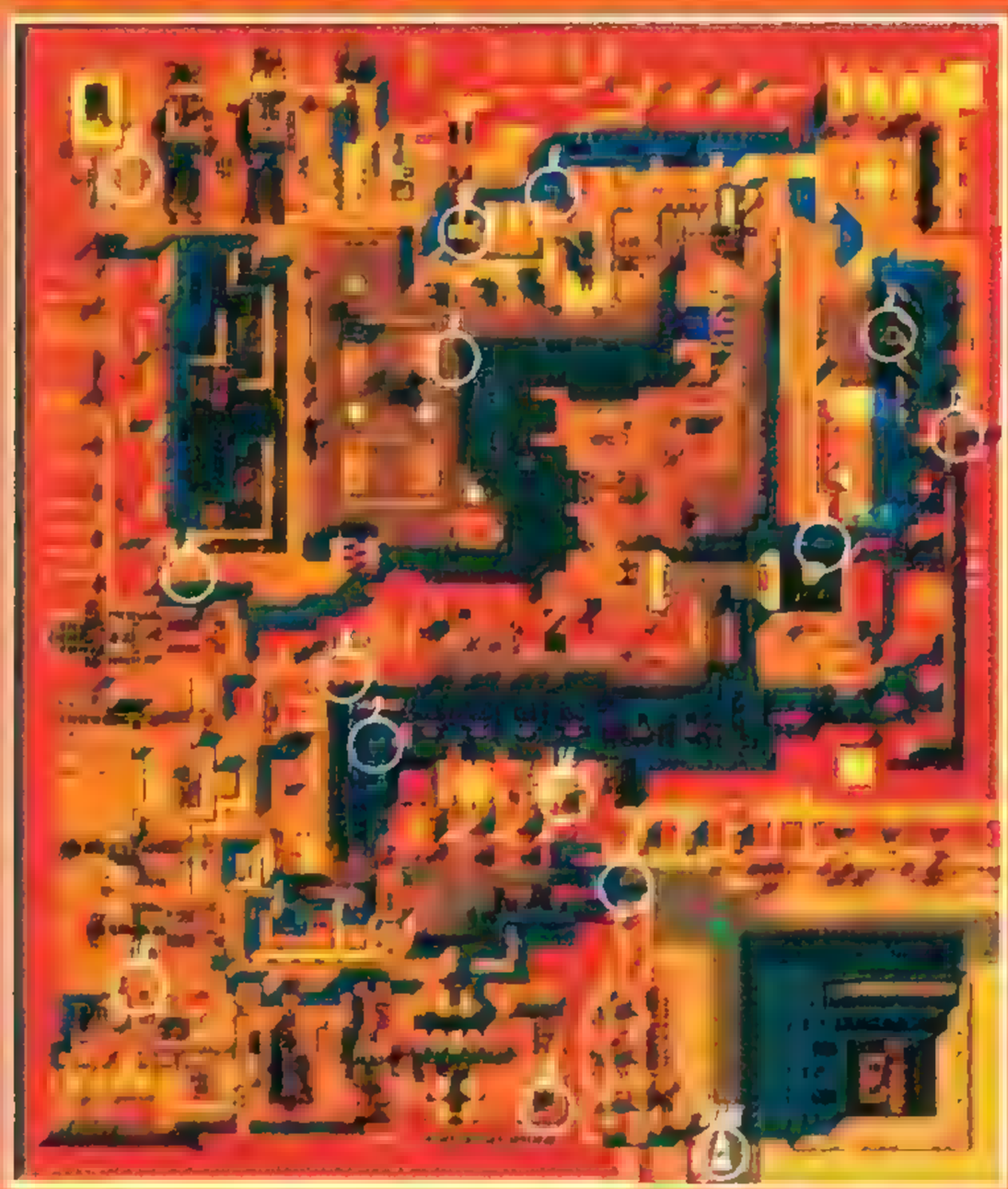
18 Smash Vic's forces, then go south and flick the switch to disable the power field. Continue south to grab the special and Heavy Power-ups.

19 Big Vic's boat is to the west. Despite his big talk, he'll soon scarper, take to the water to chase him. Flame his choppers as you sink him with heavy weapons.

M5: HELL'S PRISON

Recommended Weapons: Gatling Laser, HyperVelocity Rockets, Plasma Launcher

1 Take out the turrets near the front gate. Wait for the gate to open for a truck to come out, then blast it and go in the prison. Transform to walker, keep moving, and use your heavy and special weapons to take out the turrets.



2 Wait for another truck to come through the west gate, so you can sneak through it. Proceed north, blasting the soldiers and aircraft; then east, taking out more turrets. The guards have gun-proof suits so blow them up with heavy or special weapons.

3 Go north to the gate to the exercise yard, then east and south to collect Shield and Heavy Ammo. Take the NE elevator up and flick all three switches to initiate shuttle loading. Fending off the jetpackers, take the red elevator up to collect Gun Power-up, then run through the open shuttle gate.

4 Freedom? I don't think so guys! Mow down the prisoners for a laugh, then the guards round the corner, taking cover behind the barrier. Once your comrade has activated it, take the SW elevator up.

5 Proceed west, then north into the narrow corridor. Retreat to its entrance when the guards appear, so you can take cover from their fire. Once they've been decimated, continue north.

6 Round the corner, take out the high guards with a special, then collect the Heavy Power-up. Continue east around the ledge – don't drop down to the earlier courtyard. Take the left fork into another narrow corridor full of guards.

7 Go south over the bridge, watching out for more jetpackers. Then take the elevator up, throwing a special at the guards to the south. Battle it out with the guards to the west, being careful not to fall off the bridge, then destroy the two ships.

8 After collecting the Shield and Heavy and Special Ammo to the north, continue west along the high ledge, ready to splatter more guards as you corner south. Continue south, then east along the path.

9 Head south up to the higher ground, shooting more guards in order to proceed west to the compound wall. Kill the green guards inside (no the blue ones, they're friendly). Then follow the narrow path round and collect the Special Power-up, then climb up to the upper section to be near to your troops.

10 Head north over the roof, avoiding the flame jets – transform to speed past the second set of three, then take care of the jetpackers who arrive. Time your move north past the fans.

11 More jetpackers arrive as you reach the NW corner. Drop down and continue east, speeding past the sets of flame jets.

12 Blast more jetpackers and head south along the bridge, careful not to fall off. Jump east over the gap to the next section. Head east, taking cover to shoot it out with more guards. Blast the guards before heading east over bridge to collect Shield.

13 Follow the path south, past more fans, jetpackers, and guards. Then corner east to follow the wall to the landing pad.

14 Use your heavy weapons on the dropships – watch for them on the radar and leg it to avoid their missiles. It takes a while to destroy them and complete the mission.

SOLUTION CONCLUDED NEXT MONTH

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METAL GEAR SOLID

Q&A GUIDE PART ONE

JUDGING BY THE AMOUNT OF CALLS WE'VE HAD, IT WOULD APPEAR THAT MANY OF YOU ARE FINDING IT HARD TO BYPASS THE LANGUAGE BARRIER OF IMPORT MGS. HELP IS AT HAND COURTESY OF THIS, OUR FIRST METAL GEAR SOLID Q&A...

Q. Having entered the complex and explored a while, I am a bit stuck about what to do next. I crawled into the ventilation shaft on floor B1 and entered the cell, then when I escaped with the girl, I ran out of things to do. So what's next guys?
Darren McFarlane, Leeds

A. After you've escaped and been left behind by the woman, proceed to floor B2 in the lift and pick up the C4 plastic explosive from one of the small cells. Now go to the far wall opposite the lift and examine it with your first-person view. You'll notice a patch of slightly dis-coloured blue bricks, lay some C4 here and blow the wall. Then go through the hole and repeat the process in the next two rooms in order to confront the first boss.

Q. I have fought and beaten the first boss, but now I am back to square one in not knowing what the hell to do next. Any suggestions?
James DeMontford, Peckham

A. Dead simple this, not! When you've beaten the boss and have obtained the next key card, call up your radio and select the frequency: 140:15. You will now have a chat with the woman you met in then prison section earlier. When you have finished talking to her, get in the lift and go to the main tank floor. She will then call you back on the radio and open a large gate right next to the lift entrance.

Q. Having entered the second complex, I have come to a section with an electric floor. Try as I have to dash along it, I just get fried within seconds, what am I doing wrong?
Francis Bendall, Leicester

A. Everything! You have to grab the Nikita launcher from floor B2 in the first complex and then bring it back to this point. Then you must stand on the grid before the electric floor and blast a Nikita guided missile down the corridor. You then have to guide this missile to the left at the bottom (your left) and up through the next set of offices into the top left-hand corner. Here you'll see a power generator. Hit the generator with the missile and the ground will be safe to walk on.

Q. I'm at my wit's end trying to defeat the Psycho Mantis boss. Every time I shoot him he either dodges my gunfire or only suffers a tiny bit of damage. How the devil do you kill him?
Mark Spiller, Bristol

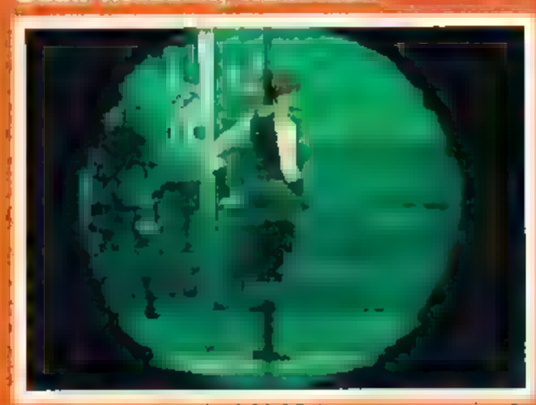
The Psycho Mantis... what a tricky customer. Can you outwit him?

A. This is a particularly clever bit of the game. You see this boss is psychic and he can predict your every move... unless you unplug controller one and plug it into the second port. Now all you have to do is duck to avoid the flying objects and machine-gun his worthless hide, he'll be dead in no time.

Q. What are the cigarettes used for? And what about the scarf for that matter? I have both objects but neither seems to do anything. Help me please!
Paul Jones, Brighton

A. Ah the old moral issue rears its ugly head in *MGS*. Smoking a fag will in actual fact make your life meter go down, so try to resist looking dead grown up if you can. However, fags also serve another purpose in the game because if you don't have the thermal goggles, you can use cigarette smoke to reveal the red laser beams. The scarf is used when you get to the wolf caves. With it equipped, the wolves will sit down and look at you lovingly instead of ripping your throat out!

Q. I have just got past the wolf caves and entered a room whereby Meryl gets shot and I get one in the neck whenever I tried to store the unseen assailant. How can I blast the sniping attacker?
Sean Mascall, Radstock



A. Once again, you will have to track back to the first complex and take the lift to floor B2. The keycard you now have will enable you to enter one of the new rooms and pick up the PSGI sniper rifle and ammo. Take this back to the sniper point, use it and then pick-off the Sniper Wolf boss from a great distance. If you get shot whilst using it, press R2 to de-select it and straighten up before using it again

Q. I completed the game and was awarded a Bandana for my troubles, but I cannot figure out what it is used for. Any ideas?
Stephen Froud, Swindon

A. Perhaps you should try equipping the Bandana and shooting someone. You'll then see that your ammo will never go down!

Q. I have just got onto disc 2 of MGS and have entered a kind of Terminator 2-style furnace room. The problem is, I can see where I've got to get to, but just can't see a way of getting across the fiery pits. Any advice?
Gary Steal, Chester

A. Simple yet fiendish. All you have to do is go down the first walkway and aim your Stinger launcher at the moving crane. Hit it twice to send it tumbling down into the molten steal

and then press yourself up against the wall. You can now shimmy across the ledge to then other side.

Q. Gripes alive [illegible] awesome Metal Gear Rex and am trying to power the thing up into life. I've got a PAL key and have used it on one of the lap-tops, but where are the other two... I've quite literally looked everywhere?
Pip Clark, Dundee

A. The answer is sat in your inventory, Pip. There is only one PAL key, but to use it on the other two computers you must first go back to the cold room where you fought the Vulcan Raven boss. Once there, stand around for a couple of minutes and the key will turn blue (take it back to the terminal and use it). For the last computer, you must go all the way back up to the furnace room and stand around for a couple of minutes once more. The key will eventually go red, so make haste and power up Rex!

Q. Okay, I've done that, but now before I can leave the computer room, the cameras spot me and the room is filled with toxic gas that wipes me out. How do I stop that happening?
Pip Clark, Dundee

A. Go to your radio and call up your scientist friend (the one with the weak bladder). You'll talk to him, then he'll call you back and switch off the gas.

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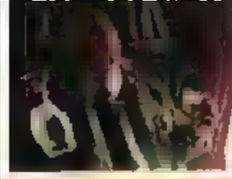


WHY SAVE PRIVATE RYAN WHEN YOU CAN NUKE THE SPIT OUT OF INNOCENT CIVILIANS? EXACTLY. STAY AT ROME AND DO IT THEN...

CHEATS

1000 CREDITS	■ ● ● ●
A-BOMB	● ✕ ● ● ✕ ■
CHRONOSHIFT	■ ● ▲ ✕ ● ●
IRON CURTAIN	■ ✕ ● ▲ ▲
REVEAL FULL MAP	▲ ▲ ● ▲ ■
PARADROPS	✕ ✕ ✕ ● ▲ ■
MAKE CIVILIANS	■ ■ ● ● ▲ ▲

These cheats are activated by pressing ▲ to bring up the side bar, then ■ on the appropriate team icons.

C&C: RETALIATION SOLUTION PART ONE

HINTS & TIPS

FIRST STRIKE

Taking out an opponent's construction yard attractively outlers them.

This tactic consists of building nothing but planes. Create a radar dome and about six MIGs and send them to deal with the enemy construction yard. Take out the barracks next to halt production of any bazooka men. With no air defences, any enemy base will be open for the kill.

IRON MAN

The iron curtain is not available at INT.

Utterly cheap tactic ahoy! Build an iron curtain and construct a MAD tank. Send the tank towards the enemy base and wait for the enemy to attack it. Hit the tank with the iron curtain and start the chain reaction. When the curtain wears off, the tank will go south, taking the base with it.

WOLF PACK

Silent and deadly, subs can strike at their leisure.

If you are having trouble stopping the Allies in the water, try arranging your subs in wolf packs of four. Position each of the four subs so they surround enemy shipping, then set them to attack simultaneously. The Allied vessels take so long to reposition themselves, that a vastly superior force can be wiped out this way.

DRAWING FIRE

APCs full of Tanyas can level a base in seconds.

Build up a small force of tanks and pack a APC with Tanya commandos. Drive the tanks right at the enemy base and engage the construction yard. This should distract your opponent long enough for you to sneak in the commandos in and start picking off vital installations.

ROLLING THUNDER

Demolition trucks cause hefty damage to vehicles and buildings alike.

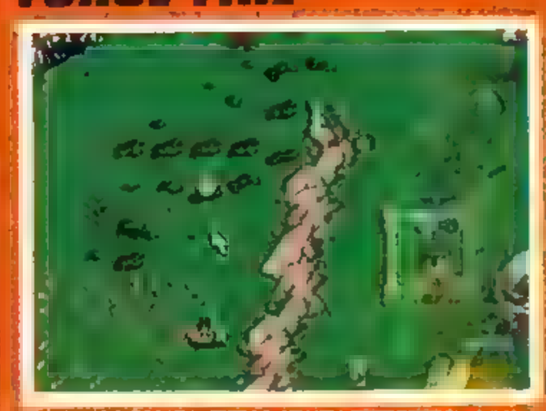
This tactic is similar to drawing fire. Build up the tanks and commandos as before, but build about four demolition trucks as well. Send in half the tanks, closely followed by the demolition truck, to shake things up. Send in another wave of tanks and the rest of the demolition trucks, before unleashing the commandos.

DROPZONE

A surgical strike with paras, can easy waste an enemy installation.

Paras can be an all-important unit and they're free! Drop them next to an enemy harvester to harass you adversary. If your opponent's base lacks air defence, drop the paras in to take out the power generators. If they have any demolition trucks on standby, destroy these for maximum effect.

FORCE FIRE



Tank shells, as well as missiles, damage an area of the map.

Tesla coils getting you down? Artillery hasn't got the range to take them out? Just force fire your artillery on the terrain next to the structure by pressing the R1 and L1 buttons at the same time. The coils will be brought low by the blast radius of your shells.

THE WALL

Walls increase the durability of your constructions.

Far from being useless, walls can be used to secure vital installations as almost no vehicles can shoot over them. Placing your artillery and tesla coils behind walls can really frustrate your opponent. If perchance you get given walls in a mission, be sure to sell them to raise your cash.

SEA DEFENCE

Even if there is only a small body of water near to your base, don't ignore the naval units completely. All Allied naval units opportunity-fire at approaching enemies. Destroyers are particularly useful for air defence. A cruiser can also be handy when faced with attacking infantry and massed armour.

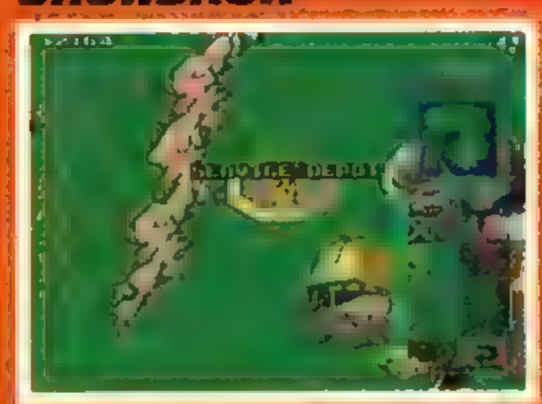
LIGHTS OUT

Tesla troops should be used as backup for

Destroyers provide powerful air defense.

any Soviet base. Their low cost and high durability mean that they are a cheap alternative to tesla coils. They cannot be run over which makes them unique among infantry. When they are mixed in with a few tank units they're totally frustrating to kill.

CASHBACK



Get cash back on your obsolete vehicles when they are in good.

Always build a repair bay. Not only does it help maintain your armoured units but it can also be used to construct a new MCV, extending your combat capability. In addition to this if you park a unit in the bay and you have no credits in the bank, you can sell it to boost your cash.

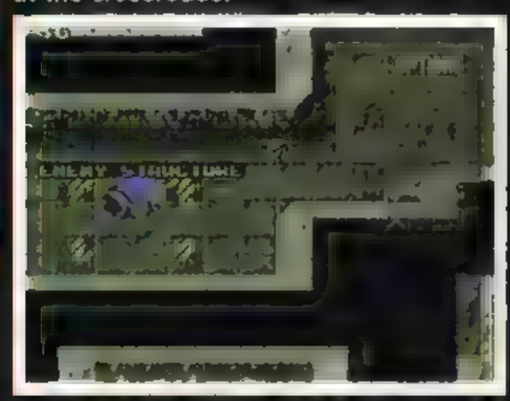
DISTURBANCE

The time-space continuum can produce some startling effects.

When you use a chronosphere more than three times, there will be a disturbance in the time-space continuum. This destroys anything it touches. Use this effect for a cheap laugh if times are hard

MOUSE TRAP

Stavros will make a break for it straight away. Don't bother chasing him or your guys will be lured into an ambush. Group two rifle men and a flame-thrower together, then use a dog to scout the terrain ahead. Secure the first white panel and use an engineer to hack it. Follow the tunnel right and go up at the first turn. Eliminate all of the resistance at the crossroads.

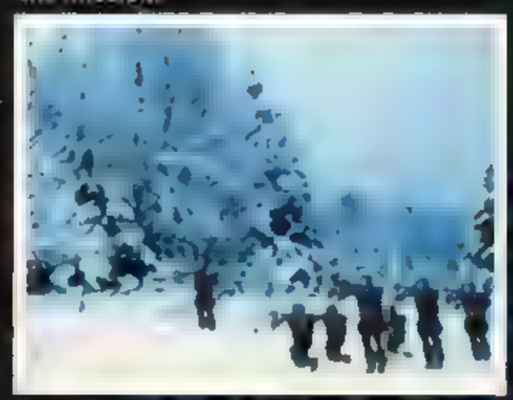


Capture the chronosphere to teleport your engineer.

Send an engineer to capture the damaged chronosphere. When he is through, use him to collect the invulnerability power-up. Walk him to the terminal, north of the power generators, and get him to hack it. When this has been done, the power will be knocked out and Stavros's escape route will be blocked.

Poison gas covers Stavros' retreat, avoid it!

Group your remaining men and walk right from the captured chronosphere. Walk around the green nerve gas flares and continue to the crossroads. Walk north and expunge the last of the Allied defenders. Continue north and you will then encounter Stavros. Set the dogs on him for a really cheap laugh and complete the mission.

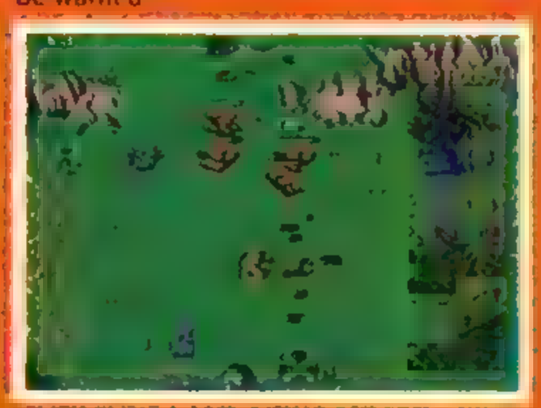


Another staff writer bites the dust.

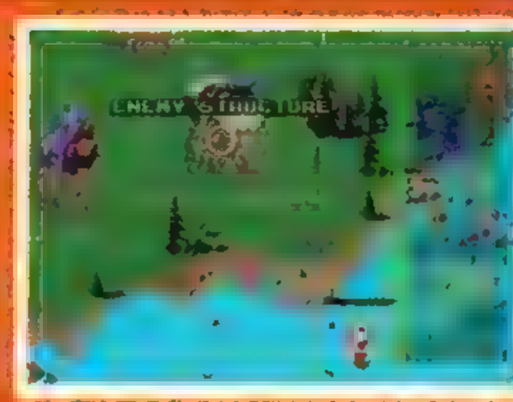
LEGACY OF TESLA

Uncover a stash of cash by blasting the church back to God

This mission is a harsh burst. First off, flog the walls that surround your base to get some extra cash in the kitty. Build a couple of harvesters and about six engineers. Once the engineers have been built, group the tesla tanks together and move them west. Move the engineers in behind them. Eliminate the defences in the western base using the tesla tanks, and use the engineers to capture the shipyard and the construction yard. Capturing these two installations is essential for mission success. Try not to attack any enemy buildings during this assault or the Allied bomber will begin dropping nukes in a very unfriendly way. Be warned!



Burn the village right down, to the ground!



Use destroyers to provide cover for amphibious assaults.

Once the shipyard is in your hands, build about six destroyers and a transport. Fill the transport with the remaining tesla tanks and rocket men. Move the destroyers south and skirt the first island. Wipe out any ships you find, then head for the second island in the southwest corner.

When the fuel-air bomber is dead, the mission is as good as won

Waste the destroyers south of the island and shoot up any land based units in range. Move the transport in to drop off your invasion force. Head for the runway in the centre of the island and dust the prototype MIG.

With the bomber out of the way, build ten heavy tanks. Use them to erase the town south of your base. Move them south again, to capture the ore fields there. Build another ten tanks, then send them to the ore field also. Group all the heavy tanks

TOP TIP

Both the generals in the game invite you to join them for a drink at regular intervals. Drinking whilst in control of tactical nuclear weapons is not only stupid, but illegal. DON'T

Keep your structures spaced, in case they're nuked.

together and eradicate the Allied base to the south of the ore field.

When this has been accomplished, remove the defences on the first island with the destroyers. Then send in an amphibious assault force to remove the base on it.

PARADOX EQUATION

Get your base on the go and start building heavy tanks. The heavy tanks have tesla capability. Build about ten tanks and use them to guard your base. Construct an iron curtain. Build a couple of V2 rockets.

Tesla tanks are the ultimate in Soviet technology

When the iron curtain has been charged, move all your heavy tanks west along with a V2. Use the iron curtain on the V2 and drive it into the base to check it out. When you have located the barracks, use the V2 to nuke it and roll in the tanks (you may want to capture the ore refinery here).

Have some rifle men on standby at all time, to repel borders

Once the base has been secured, reinforce your heavy tanks so there are at least ten in their group. Move them north from the captured base and park them in the ore field. Use them to pick off any harvesters that come into range. Once the iron curtain has charged again, send a V2 north of the ore field to scout the second Allied base. Roll the heavy tanks in and liquidate the base, but leave the construction and ship yards alone. Use a couple of engineers to capture these facilities and build a barracks and a vehicle factory next to them.

Build a destroyer and use it to search the waterways surrounding the central island – if it encounters enemy shipping, use the iron curtain to protect it. Build two transports and pack them with heavy tanks. Land them on the central island. Clear the base there of defenders and eliminate the spy next to the chronosphere. Use an engineer to capture the chronosphere and the battle is yours.

NUCLEAR ESCALATION

You will come under attack from the start of the mission so get a few tesla coils up and running. If your harvesters come under fire pull them back behind the coils for protection.

Gain control of the relay station to prevent nuclear attack.

Once your base is well defended it is time to turn your attentions to attacking the tech centre north of your start point. Build two war factories and start producing heavy tanks. When you have about ten heavy tanks roll them north, through the gully to the left of the ore field. Don't bother engaging the defences at the mouth of the canyon just roll right by. When you spot two rows of power generators drive the tanks up the middle of them. You should now be able to spot the tech centre on the hill to the north. Use one tank to demolish the centre whilst the others give covering fire. When the tech centre is dust pull your tanks back to base.

Your base will look like this, if the communications array isn't off-line

Continue building tanks to bring there numbers up to around fifteen. Move them west from the start point and level the village. Collect the cash from the ruined church and push your forces further west to take the ore field.

Reinforce your tanks again and roll them north from the field. Start levelling the Allied base but be sure to leave the tech centre standing. Once resistance in the base has been crushed use an engineer to capture the tech centre.

With the fuel-air explosives located all that remains is for you to burn them down and win the mission.

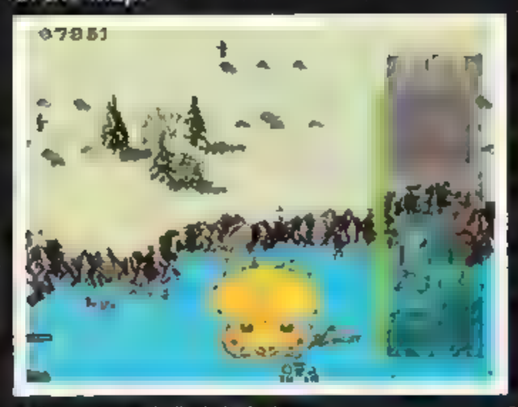
PROVING...

A nice easy mission this time. Group your mammoth tanks together and assign them a team. Use the tanks to thrust north to the first marker flare. There should be a minimum of resistance between you and the first objective. If any of the tanks start to get low on energy, hit them with the iron curtain so they can repair themselves. As the tanks reach the marker flare, Tanya will start to destroy the buildings. Swiftly drop some rockets on the bitch. Ensure that at least one refinery manages to remain standing so you can produce some cash.

Use the mammoth tanks to provide AA cover.

When the first base has been recaptured, the ore refineries will start making money. Assign a single mammoth to protect the base and proceed north to the next waypoint. The mammoth tanks should be able to deal with any resistance en route to the base. Once they have arrived, your ore refineries will come under attack from the Allied airfield in the northwest corner. Build another two tanks and send all of your units to attack the airbase. It is well defended so ensure the iron curtain is ready for action.

When the base defences have been breached, use your tanks to destroy the planes on the deck. Build a few more mammoth tanks and send them to reinforce the ore refineries in the middle of the map.



Your prototype subs fire tactical nukes.

After your agents set off the final signal flare, move all the forces that were attacking the airbase down to fortify the sub pen. When they are in your hands, build another sub pen and as many subs as you can afford. The Allied cruisers are now on their way through the river that runs next to the base.

Send in the subs to blockade the river. Make sure your subs are clear, though, as they have a tendency to get caught in the blast. When both waves of ships have been sunk, gather your remaining tanks and hunt down any surviving Allies to complete the mission.

BESIEGED

Use heavy tanks to patrol your base perimeter.

Right from the start, that cursed spy will begin detonating the charges he has planted. Build a load of dogs and string them out around the base. This will discourage the spy from straying to close. Build another harvester and then concentrate on building heavy tanks. As with the dogs, scatter them around the base to bolster your defences. Don't forget to assign them a team so they can be called when needed.

Deploy the choppers on their pads, to call repeated air-strikes.

Build a sub and clear the waterways of destroyers, using hit and fade tactics. Use some dogs to discover the location of the enemy bases. When you have located the centre base, group a suicide squad of about ten tanks together and send them in. Drive the tanks through the base and don't stop for anything. Head for the northeast corner of the map and cross the bridge there. Level the structure on the other side of the bridge and the spy will die.

Cripple your opponent's harvesting operation, for certain victory.

With the spy out of the way, you can move your suicide squad back to base. Repair what's left of this force and stick it in the ore field to the right of your base. Start shooting up all the harvesters that come into this area. This will stop the Allies getting their mitts on your cash!

When no more harvesters arrive, split your heavy tanks into two groups and send them to destroy the centre base and the one on the right. While assaulting the centre base, hunt down the two chopper pads and remove them first.

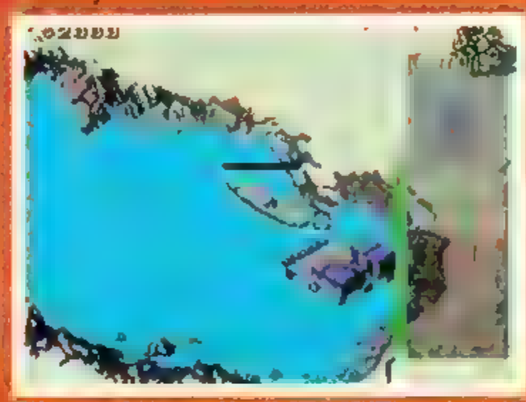
After the two bases have been destroyed, build a transport and start moving tanks to the northwest corner of the map. When you have about eight in position, attack the Allied base on the left. Use any tanks left at your base to help attack it from both sides and victory will soon follow.

TOP TIP

To get the extra hard game and missions, you must complete either the Allied or Soviet disc. Beat the game, then go to the Options screen and change difficulty to the hardest setting. Return to the Campaign screen and you will be able to fight against the super-shooting hordes.

SOLDIER VOLCOV & CHITZKOI

For this mission you get the services of Volcov and Chitzkoi. Volcov is a heavily armoured commando equipped with a rocket launcher. Chitzkoi is a rock-hard cybernetic hound capable of tearing infantry to shreds in seconds.

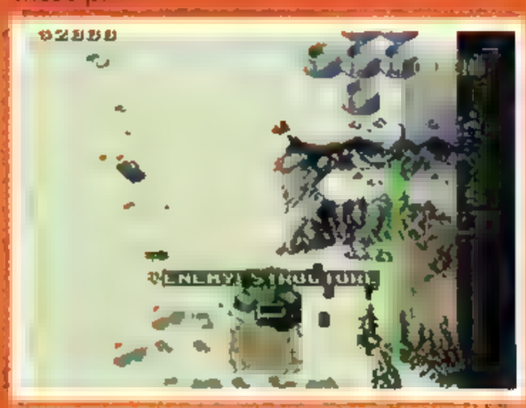


Volcov is so hard, he can sink a cruiser single handed.

Using these two individuals, start making your way north up the track. Eventually you will come to a village. Raze it to the ground and blow up the church. You will then be awarded with a rather handy health power-up.

Chitzkoi is the ultimate anti-personnel weapon.

On reaching the top of the map, walk east. Stick the dog on top of the barracks and use the commando to pick off any vehicles in the area. Continue right and destroy the machine-gun nests to get to the first tech centre. Use Volcov to eliminate it and move him to the ore field in the northeast corner of the map. Leave Volcov in the field so he shoots the harvesters as they come for the ore. When no more harvesters are built, move him down to the shipyard and remove it from the map along with any ships. Move further down the map and Volcov will encounter Tanya Adams and a few guards. Use Chitzkoi to eliminate these pests.



Volcov is most hard! He can take all the allies out.

Move Volcov east and destroy the refineries. Position him outside the research centre and turn your attention to the Soviet base in the south. Use the tanks to shield the V2 rockets and move them into position. Knock out the turrets with the V2 and wait for them to recharge. If the Allies start sending tanks in, throw caution to the wind and rush the factory. When it has been dismantled, use Volcov to burn down the tech centre.

TOP OF THE WORLD

With just an hour to complete the mission, you will have to move fast. First, split your forces into three teams: infantry in one, tanks in another, and the truck on its own. Send the infantry through the narrow canyon to draw enemy fire. Move them east at the turn and leave the truck next to the river. Place your armour on the bridge and use your V2s to attack the tanks ahead. When they advance, use your own armour to block them and wipe them out.

Use V2 rockets to remove gap emplacements from a distance.

Once the river has been taken, select an infantry unit and use them to scout the terrain ahead. When they reveal the location of the gun turrets on the hill, move the V2s into position and begin wiping them out. This attack will probably alert the tanks in the north so be ready to pull the V2s back and send your own tanks in.

In Russia, Vodka's the same price as bread. What the hell, I hate bread!

When the cliff has been cleared of guns, select another infantry man and use him to scout the far side. He will discover the location of a further two turrets which were concealed by a gap generator. Use the V2s to remove these obstacles, as before, then continue to scout the terrain ahead with the remaining infantry.

Once you have located the route to the base, move all your remaining units towards it. As enemy armour engages your men, assign each of your units a target. During the confusion your truck should get through and save the day.

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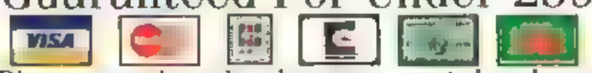

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WIRED UP

■ INCOMING GAMES ■ LATEST REPORTS ■

OR DIE TRYING 120
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COLONY WARS: VENGEANCE 125
BLAZE & BLADE 126
SURVIVOR 128
VIVA FOOTBALL 128
MESSIAH 129
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SHADOW GUNNER [illegible]

GOODNESS GRACIOUS, GREAT ORBS OF POWER! SUCCEED...

OR DIE TRYING

Each weapon can be powered up to a maximum of three levels.

We've pulled, poked, probed and played it to death already. The review copy is on its way via the Psygnosis carrier pigeon for a full judgement next month, but we thought a further teaser preview with the very latest details wouldn't do any harm. *ODT* is a stylish multi-genre role-playing adventure surrounding the search for fuel, a strange, yet immensely powerful green pearl and the struggle to get you and your crew airborne once more. Featuring absolutely massive play areas and really intelligent nasties, *ODT* is looking sexier than Lucy Lawless. Each successive update we receive has impressed us more and more – stunning real-time lighting; ultra-smooth environments; heaps of original touches; rapid motion capture. You name it and it's probably in there. Is it an RPG, 3-D adventure, beat-'em-up, shoot-'em-up? Well, the amazing thing is, it's looking like a mixture of everything! You'll be hurling spells, brawling like Tyson and thinking like a computer to get through every level of the hell-hole known as the Forbidden Zone. To discover how Psyggies' epic adventure stands up to the scrutiny of PLAY, tune in for our review soon...

PUBLISHER:	Psygnosis
GENRE:	Action Adventure
PLAYERS:	1
% COMPLETE:	85%
RELEASE DATE:	November '98

PAGE NUMBER 120

GET A FRESH PAIR OF UNDIES READY, YOU'LL NEED 'EM!

SILENT HILL

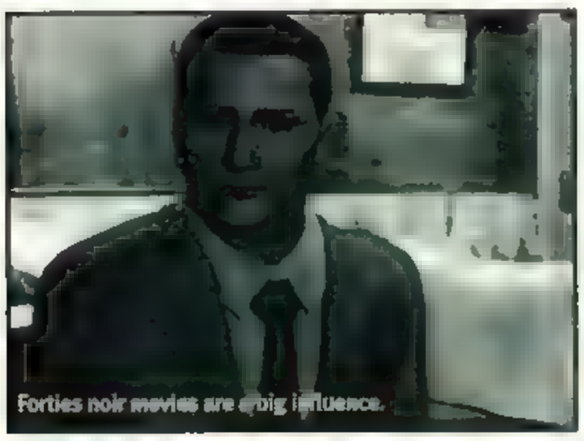
We've been waiting for this for a long time now, and as it hurtles like a fetid carcass on roller-skates ever closer to it's early '99 release it looks better all the time.

Playing the father of a missing girl you arrive in *Silent Hill* in pursuit of her trying to discover what happened. The townsfolk aren't very helpful though because they've gone and disappeared in the all engulfing fog that has descended over their town. You are the only one left, and it is your job to discover what happened by delving deep into *Silent Hill's* dark side and becoming wrapped in a nightmarish world where every move you make affects the ghastly goings-on. As the plot unfolds you then get caught up in *Silent Hill's* evil alter ego and every move you pull off will affect the condition of the real world that you are trying and get back to. This doesn't sound like it's going to be a walk in the park does it!

Silent Hill boasts more activity than a maggot ridden corpse, more atmosphere than a Hank Marvin concert (Yes...THAT much!) and such a spine-chilling sound track that you'll need a thermal back rest. It looks suitably eerie too, everything having been bathed in a spooky greyish light and shrouded in fog. Situations you come across look mysterious enough to keep us hanging on until it's release.

As soon as the potential *RE2* killer comes knocking on our door we will put on our bravest faces and investigate for you.

At last, we get a glimpse of the in-game action. Moody enough?


Forties noir movies are a big influence.

PUBLISHER:	Konami
GENRE:	3-D Horror/Adventure
PLAYERS:	1
% COMPLETE:	60%
RELEASE DATE:	Early '99

Doesn't look ready to party, does she...

KONAMI'S ALL NEW DANGEROUS SLICE OF CHOP SUEY

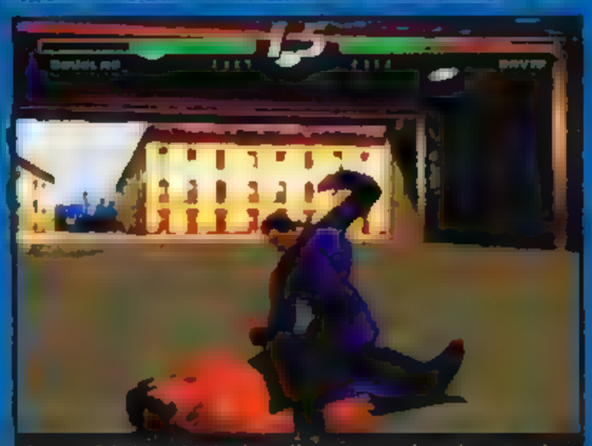
SACRED FIST

The world is at war again! Fighters from every corner of the globe have converged together to beat the living crap out of each other and all in the name of entertainment. We like this!

Sacred Fist features 20 playable characters from around the world and each possesses a unique martial arts skill to knock the socks of the others. The characters we've seen are all very well animated but at this stage lack the detailed graphical quality of other fighting games such as the *Tekken* series. The moves we've seen do make up for this though because there are some attacks that can be carried out that would bring you to your knees and tears to your eyes. What Konami is hoping will rise this game above the plethora of other fighters on the market at the moment is the re-directional technique they've introduced. Oooh! So what's that then? we hear you ask.

Basically the combat crazy contestants will not only be able to carry out the usual mauling methods (punch, kick, throw etc) but will allow them the chance to block an attack and unbalance their enemy before giving them a swift counter attack in the chops. This added dimension will undoubtedly mean far greater game play and realism. Konami hopes the likes of it will never have been seen before.

Other treats include the whole caboodle running at 60 frames per second and it's all in hi-res which doesn't sound bad at all. With stats like these cropping up, *Sacred Fist* could well be worth a sniff. As ever, we'll get our great warty noses in there for you and have a good snort.


[ABOVE] With a bloke kneeling on your love bags and aiming a swift slap at your cheeks, you'd better give up.

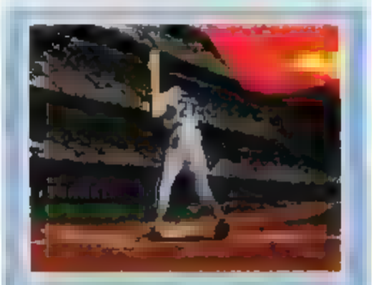
[ABOVE] Street theatre in Covent Garden. As usual the crowds are nowhere to be seen. Brava! Encore!

PUBLISHER:	Konami
GENRE:	Beat-'em-up
PLAYERS:	1-2
% COMPLETE:	65%
RELEASE DATE:	Early '99

SF ALPHA 3

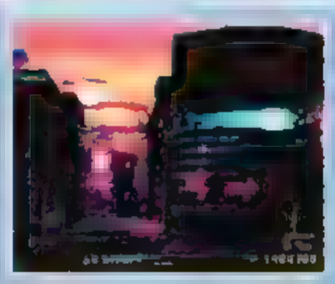
CAPCOM IS TIGHTENING ITS BLACK BELTS FOR WHAT LOOKS SET TO BE THE BEST ARCADE-TO-CONSOLE CONVERSION EVER. EVEN AT THIS STAGE, *SFA3* BOASTS A TOTALLY PLAYABLE ROSTER OF CHARACTERS, ALL OF THE BACKGROUNDS AND ANIMATIONS. THE LEVEL OF ANIMATION AND EFFECTS HAS BEEN CRANKED UP WITHOUT ANY NOTICEABLE SLOWDOWN. BETTER YET, IT WILL BE COMPATIBLE WITH SONY'S POCKETSTATION PDA WHEN IT APPEARS ON THE SHELVES IN DECEMBER. SMACK, OR WHAT!

MLPBA BOTTOM OF THE 9TH '99

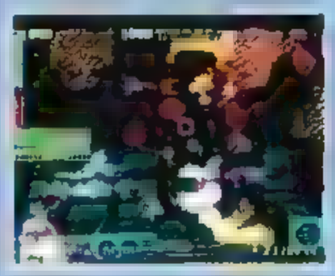


STEEEEERRRRIIIIKE! YOU'RE OUTTA HERE! KONAMI'S BIG HITTING BASEBALL FRANCHISE RETURNS FOR THE NEW SEASON WITH 750 BIG LEAGUE PLAYERS AND THE 1998 OPENING DAY ROSTERS. EXPECT IMPROVED GRAPHICS, A BUCKETFUL OF NEW FEATURES INCLUDING A NEW SCENARIO MODE ALLOWING YOU TO STEP INTO 20 FAMOUS, PRESSURE-FILLED SITUATIONS TO SEE HOW YOU CAN HANDLE IT. ADJUST THE CAP AND STEADY YOUR BEER GUT FOR THE GREATEST BATTER/PITCHER INTERFACE EVER.

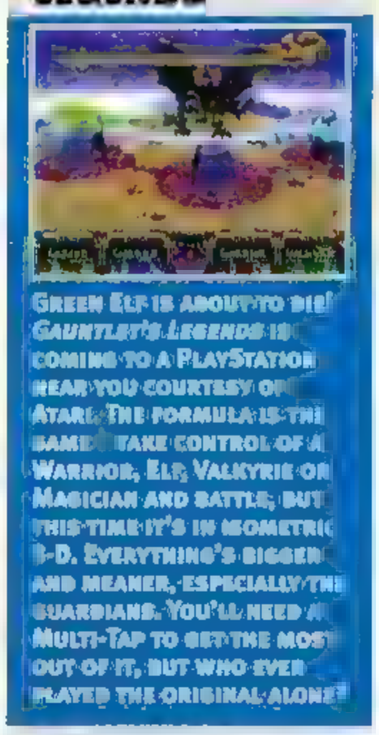
R-TYPE DELTA



HOT ON THE HEELS OF IREM'S *R-TYPES* COLLECTION THIS MONTH, *R-TYPE ALPHA* IS A TRUE 32-BIT TITLE PACKED WITH SPECTACULAR GRAPHICS. SET ACROSS PSEUDO 3-D WORLDS, YOU MUST BATTLE ALL OF THE USUAL GRUESOME GANG OF BIOLOGICAL AND MECHANICAL ALIENS WITH ONLY YOUR WITS, LIGHTENING-FAST REACTIONS AND SOME AWESOME NEW WEAPONS TO AID YOU.



GAUNTLET'S LEGENDS



GREEN ELF IS ABOUT TO DIE! *GAUNTLET'S LEGENDS* IS COMING TO A PLAYSTATION NEAR YOU COURTESY OF ATARI. THE FORMULA IS THE SAME: TAKE CONTROL OF A WARRIOR, ELF, VALKYRIE OR MAGICIAN AND BATTLE, BUT THIS TIME IT'S IN MOMETRIC 3-D. EVERYTHING'S BIGGER AND MEANER, ESPECIALLY THE GUARDIANS. YOU'LL NEED A MULTI-TAP TO GET THE MOST OUT OF IT, BUT WHO EVER PLAYED THE ORIGINAL ALONE?

MONSTER RANCHER 2

MONTHTA MONTHTA! FOLLOWING ENORMOUS SUCCESS WITH *MONSTER RANCHER*, JAPANESE DEVELOPER TECMO IS BOWING TO PUBLIC PRESSURE FOR THE INEVITABLE FOLLOW-UP TO ITS CRITTER-BREEDING SIMULATION. PROVISIONALLY ENTITLED *MONSTER FARM 2* (JAP NAME) AND SET FOR A WINTER RELEASE, IT PROMISES MORE FULLY POLYGONAL CREATURES AND AN OPTION TO DOWNLOAD THE LITTLE TERRORS ONTO SONY'S PDA GADGET.

NAMCO MUSEUM 1 & 3

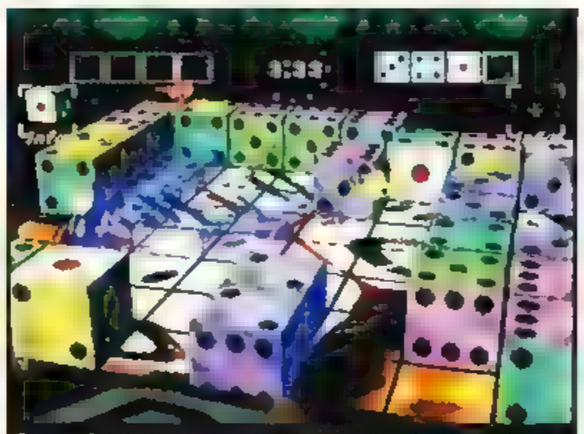
DUE TO POPULAR DEMAND, NAMCO IS RE-RELEASING *MUSEUM VOL 1* AND *MUSEUM VOL 3* AND THEY WILL BE AVAILABLE AT THE END OF OCTOBER. *MUSEUM VOL 1* WILL CONTAIN THE HITS *PAC-MAN*, *GALAGA*, *POLE POSITION*, *RALLY -X*, *NEW RALLY -X*, *BOSCONIAN*, AND *TOY POP*. *MUSEUM VOL 3* HAS THE CLASSICS *GALAXIAN*, *MS PAC-MAN*, *POLE POSITION II*, *DIG DUG*, *PHOZON* AND *THE TOWER OF DRUAGA*.

MIND BOGGLING MADNESS WITH TELETUBBY IMPOSTERS

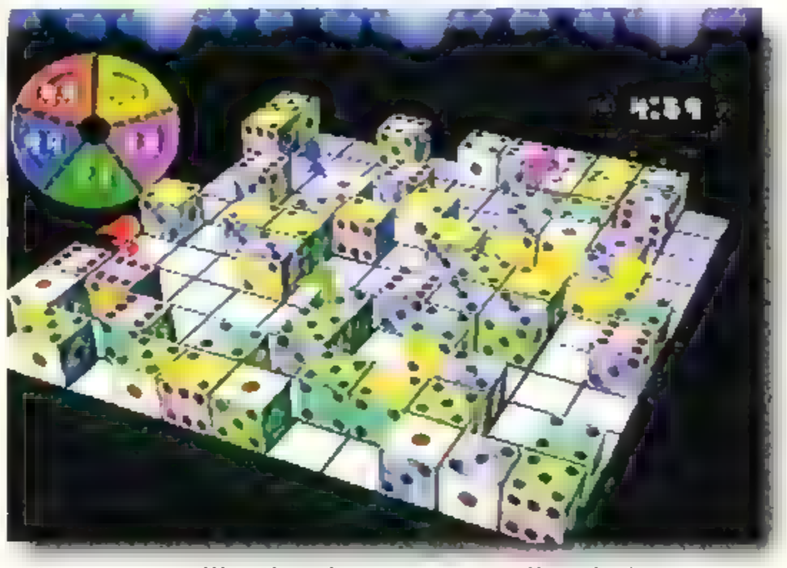
DEVIL DICE

Ever wondered what Po would look like running around in a field full of giant dice? What about Tinky-Winky and Dipsy fighting it out in a numerical nut house? Well now's your chance, so get the Paracetamol ready.

Devil Dice looks like it is going to be one of the most frustratingly addictive games in a long while. The Teletubby lookalikes will be battling on giant dice and trying to connect the numbers before anyone else gets to them, and so earning points. A War mode is available too, and it includes the chance to knock your tubby friends from their dice and squash them with your own. Tubby-pancake! Tubby-pancake! There is also a Puzzle mode where one player has a certain number of moves to connect dice numerically or else they get penalised. The dice are different too, being made out of various materials and so adding to the thought needed before you move them. Ice ones slide all over the playing grid, wooden ones turn when you push them and iron dice are the worst, refusing to budge no matter what!



(ABOVE) Mind twisting, knicker wetting frantic action... on huge multi-coloured dice. Looks very interesting.



If the games prove to be slightly too hard there is an extensive amount of tips and techniques to be taken advantage of, all giving helpful advice to your fluffy character.

Devil Dice looks like it's going to grind the grey matter beyond belief as it runs like the clappers, as well as being a tricky little beasty. We'll have more as soon as we roll a double six.

PUBLISHER:	Sony
GENRE:	3-D Puzzler
PLAYERS:	1-4
% COMPLETE:	85%
RELEASE DATE:	December '98

CUT SOME PHAT AIR AND AVOID HAVING A STIFFY...

COOL BOARDERS 3

Somebody once climbed to the top of a mountain waving a plank about then proceeded to stand on said plank and 'surf' their way down to the stunned ski-footed crowds below. At the time it was probably looked upon as Mad Mick the Mountain Man having a funny turn. It caught on though didn't it!

The best snowboarding series on the PlayStation is about to be joined by another young addition and they've named it *Cool Boarders 3*. What a pleasant idea.

(ABOVE) Mad Mick the Mountain Man takes to the snow. Look at the insane grin on his chops. Bless him.

The original *Cool Boarders* was quite a revelation to the PlayStation bringing with it natty gameplay, and with the sequel came more of the same but with juicier and bigger courses. "*CB3* will just have more courses than the last one then," we hear you groan. No, no lovely readers, you now get a whole gargantuan mountain to try and sustain neck injures on! Actually you get six gargantuan mountains to tackle. You also get more characters than before and we hope to see the ability to customise them again, or else!

The general feel we've got from *CB 3* is that it is so much smoother than the previous installments, you can almost feel the frost bite setting in!

Other features include realistic character stats, individual board stats, more intense terrain and a tournament mode which will sort the Ice men from the Snowmen. Expect a full review as soon as it hurtles down the slopes into our warming arms.

PUBLISHER:	Grimson
GENRE:	Sports Sim
PLAYERS:	1-2
% COMPLETE:	80%
RELEASE DATE:	December '98

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone.

Instant Win Competitions If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. The Soccer Five-0 has 10 questions and each question is worth 1 to 10 points and to win a prize you must beat a target score.

Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1998, after which they may be replaced by a similar service on the same number. **Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill.** If you would like a copy of the rules or a list of winners' names, see our web site www.InfoMedia-Services.co.uk or send a stamped addressed envelope to the address below. If you win an INSTANT WIN prize send you claim to **InfoMedia Services Limited** 'Claims Dept', PO Box 28 Northampton NN1 5DS. Helpline: 01604 542399. Winners Line: 0660 011 001. **www.InfoMedia-Services.co.uk**

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0839 503053

INSTANT WIN!

CAPCOM GENERATIONS: 1942 SERIES

HARD EDGE

Following a couple of mediocre releases earlier this year, Sunsoft is toughening up its act with *Hard Edge* – a beautifully detailed *Resident Evil*-style action adventure with superbly atmospheric lighting effects. Boasting ultra-sharp graphics and reflective surfaces that would put Mr Sheen out of a job, it should see the light of day around February/March in the US.

DRAGON SEEDS

Adopt a dragon and keep his breath fresh in Jaleco's one or two-player rearing simulator. The scope isn't as vast as *Monster Rancher*, but that's because the emphasis is more on the creation of creatures. Even naming it will adversely affect its personality. For example, naming it after a swear-word will serve as a form of punishment, resulting in lower attribute scores.

WE PROMISE WE WON'T MENTION PATRICK DUFFY!

ATLANTIS: THE LOST TALES

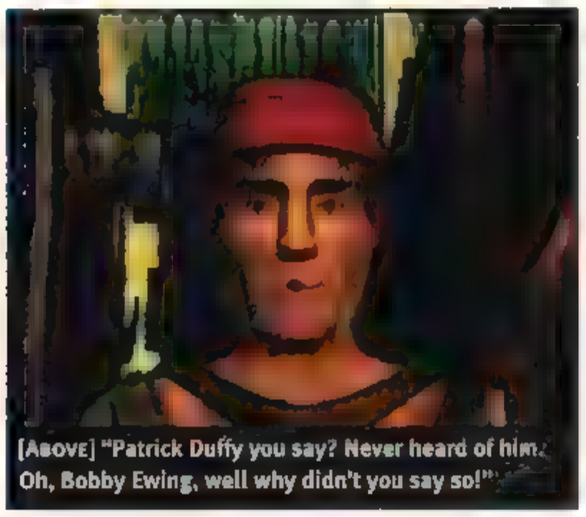
Atlantis, world of mystery, harmony, beautiful people and Patrick Duffy. It would probably make the ideal holiday resort if it wasn't for the sinister goings on, murders, the disappearance of the queen and Patrick Duffy.

Arriving in Atlantis as a new member of the queen's court you are quickly plunged into the investigation to find her whereabouts before it's too late. Viewed in the same perspective as *Myst* and *Riven*, *Atlantis: The Lost Tales* doesn't take place in a static 2-D environment but rather you are able to take in the surroundings around you, rotating the camera angles then clicking on the appropriate place you need to visit. Interacting with the people of Atlantis (Patrick Duffy probably included) asking them questions and using items from your inventory is all part of uncovering the truth behind the queen's Houdini impression. What we've seen so far looks wonderfully atmospheric and has an uneasy kind of silence about it. Maybe old Patrick is up to something naughty.

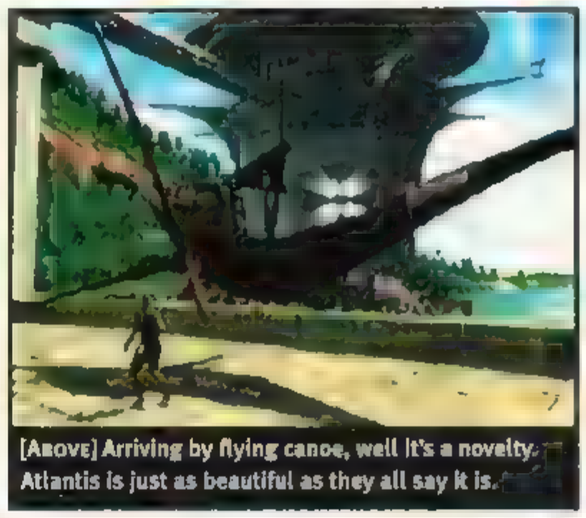
A few things need to be polished slightly before the game's completed, most noticeably the cursor system, as it can take quite a few moves just to manoeuvre yourself in front of a door. Apart from that though, the landscape is extremely impressive for the 3-D world it is. It's the kind of land you'd just love to see Ms Croft shooting her way about it.

As soon as a fully playable copy is available we will gladly give it a once over, and look, we haven't made a single clichéd reference to Patrick Duffy. We're saving them for the review...

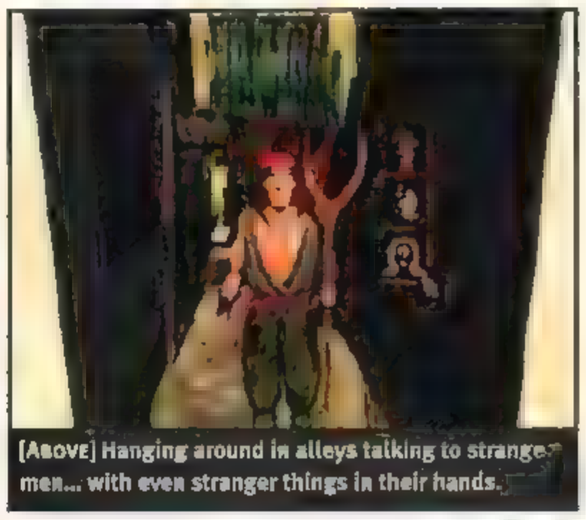
PUBLISHER:	Cryo Interactive
GENRE:	Puzzle/Adventure
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	November



[Above] "Patrick Duffy you say? Never heard of him. Oh, Bobby Ewing, well why didn't you say so!"



[Above] Arriving by flying canoe, well it's a novelty. Atlantis is just as beautiful as they all say it is.



[Above] Hanging around in alleys talking to strange men... with even stranger things in their hands.

BOBBING IN THE BEAUTIFUL BRINY, SHIMMERY SHINY SEA

DOLPHIN'S DREAM

A dolphin's dream would either be getting it together with Ariel the Little Mermaid or not sharing living space with a tin of flaked tuna. Luckily though, the star of *Dolphin's Dream* isn't a stupid dolphin, it's you.

Starting the game 7ometers below sea level with ten minutes of oxygen left, you are trapped deep inside the rotting hull of a shipwreck. Things aren't that bleak though, because the wreck is stuffed full of valuable treasures which could make you as rich as a Spice Girl... if you make it to the surface in time!

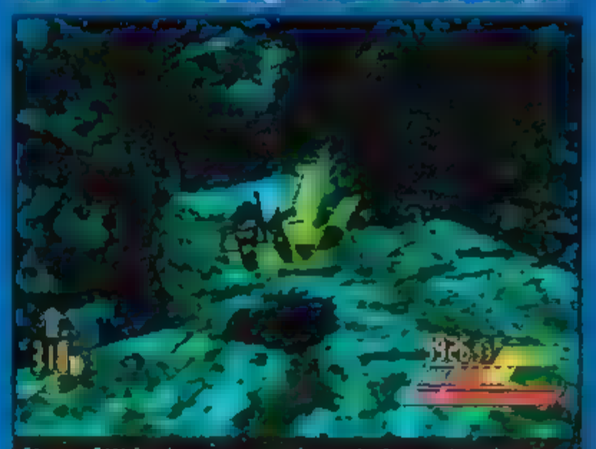
Featuring not only the thrill of deep sea treasure hunting, but a school of other watery wonders, *Dolphin's Dream* will be the most interesting game of its type that's been out in a long while (if not the only one).

Many underwater obstacles and baddies are present, including a huge giant squid that is just asking for a good spearing, an ever depleting oxygen supply and Portuguese man-o-war. We are hoping to also see plenty of sharks, deep under water caverns and Daryl Hannah flapping around with her flippers out.

As you can see by the screenshots *Dolphin's Dream* is viewed in the third person and although it's set in a submerged world inhabited by delinquent herrings and anti-social prawns, it looks far from being wet.

Donning our wet suits and braving the bends we will of course be diving in at the deep end and bringing all the best news to the surface soon. With a tuna sandwich at hand.

PUBLISHER:	Konami
GENRE:	3-D Action Adventure
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	Early '99



[Above] Wriggle your way through the vast under water caverns in search of the lost treasure.

[Above] What's that swimming slowly towards you in the back ground? Let's hope it's not hungry.

SET YOUR EYES TO STUNNED, COLONY WARS RETURNS!

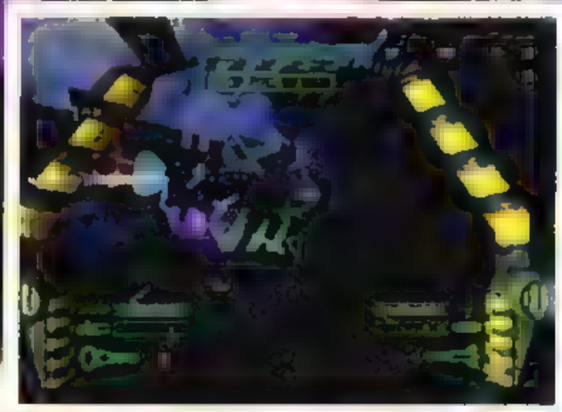
COLONY WARS: VENGEANCE

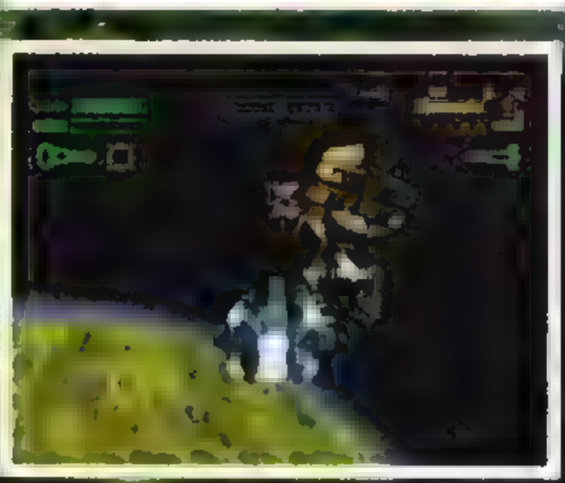
The original *Colony Wars*. You might have thought that as it came on two discs and used an elaborate story-line system that let you alter the outcome of the game depending on your ship-shooting performance, that it had plenty of plot and depth. Nevertheless, Psygnosis has done all it can to wedge in as much in the way of depth as it can to the beautiful *Colony Wars: Vengeance*, and you'll be able to see if you like the changes yourself before the end of the year.

There are still six possible endings to the whole game, should you be skillful enough to complete it, but multiple objectives have been added within missions to keep you on your toes from the second you blast off until you dock back at base.

There is also a measure of upgradability now available for whichever of the four ships you choose to pilot to victory, letting you add super weapons and defensive devices as you progress. A gr[illegible] more colour a[illegible]

Visually, this sequel is an enormous leap over the original game.





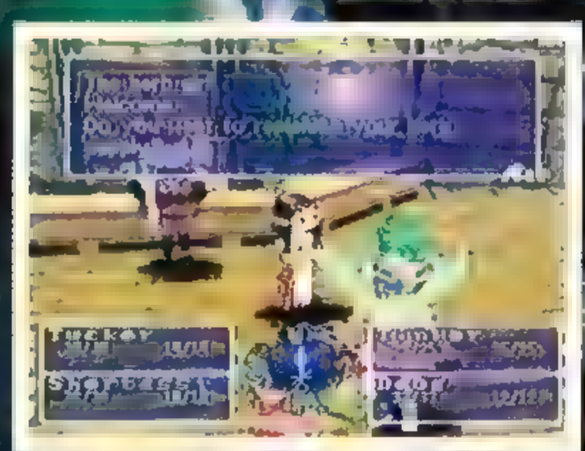
detail in space, as well as the breathtaking new surface missions and even more refined lighting effects give *Vengeance* an appearance more stunning than the original – not an easy task by any means. The visual loveliness will commence next month, with a retina burning review.

PUBLISHER:	Psygnosis
GENRE:	Shoot-'em-up
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	November '98

ONCE UPON A TIME, THERE WAS AN INNOVATIVE FOUR-PLAYER RPG...

BLAZE & BLADE ETERNAL QUEST

FunSoft is pulling on its pointy hat for an RPG experience the likes of which we've never seen. Multi-Tap, four eager players will be able to work simultaneously on screen to battle the demon hoards stalking the Forbidden land. The graphics are reminiscent to the Super NES classic *Zelda*, but the multi-player aspect should inject fresh impetus into the RPG genre. Battles will be real-time, with each member of the party wielding special abilities. Some of the eight character classes favour magic, such as the Fairy, while others have the ability to find hidden trails and crush loose rocks. What makes *Blaze and Blade* unique is the ability to save your characters' experience to a memory card whereby he/she can rejoin another game at any time to help out other players. Work together to solve hundreds of puzzles, whilst avoiding deadly traps and perilous encounters that loom around every corner. We'll open our spellbook and wave our wands frantically for a full review next issue.



[Above] The usual fat, cutesy characters but plenty of new horizons for this promising new role player...

PUBLISHER:	FunSoft
GENRE:	Role Playing
PLAYERS:	1-4
% COMPLETE:	90%
RELEASE DATE:	Novmeber '98

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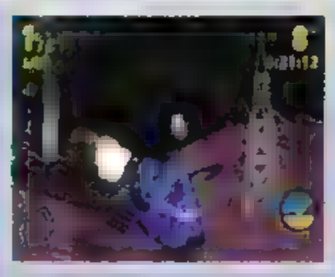
ACTUA SOCCER 3

Sitting patiently on the bench, Gremlin's (orem't) flagship sports title should be with us before you can say 'Shearer' match. Featuring football teams from all over the world (that's 450+ teams) and a new graphical engine, it could be third time lucky for the kings of motion capture. Perhaps it'll hold us off long enough for the national debate about informing when it's released in November.

DESTREGA

Okay, so it's another 3-D beat-'em-up, but Konami's masterminds at KOEI in Japan are doing everything they can to make *Destrega* truly memorable. By incorporating giant remote missile attacks, 60 frames-per-second fluidity and Namco-quality characters, they hope to produce the ultimate blend of fighting game styles. Cue the import review.

TANK RACER



Looking nice but alarmingly close to Crystal Dynamics' flop *Off World Interceptor*, this odd racing game sets out to change your view of tanks as slow lumbering instruments of war. In glistening hi-res, you will race over terrain unreachable with regular cars, like swamps and even the surface of the moon. A split-screen mode is also included. No definite release date has been announced as yet, but Grolier is the company responsible.

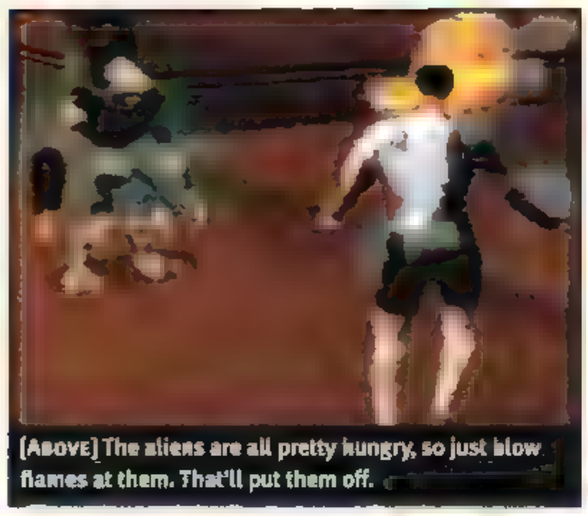
TITANIC IN SPACE? NO ONE CAN HEAR YOU DROWN

SURVIVOR

PUBLISHER:	Konami
GENRE:	3-D Adventure
PLAYERS:	1
% COMPLETE:	70%
RELEASE DATE:	Mid '99

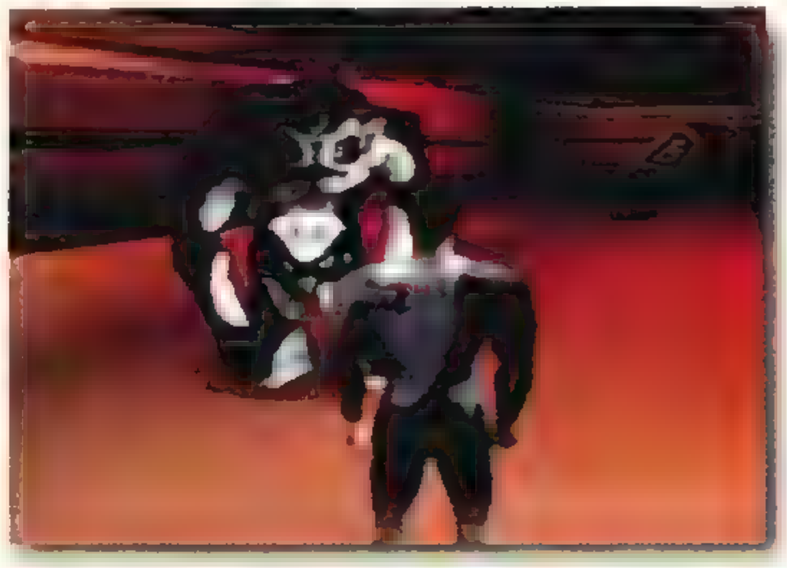
Waking from a cryogenically-induced sleep to find the superstructure you are stuck on infested with an alien life form, and slowly sinking beneath the waves, things aren't looking particularly cheery. And this is just day one!

Survivor: Day One is the latest 3-D adventure from the sometimes quite bizarre mind of Konami. The story involves your struggle to get to the valuable life pods of the ship before anyone else does.



(Above) The aliens are all pretty hungry, so just blow flames at them. That'll put them off.

It's not as easy as it sounds though, because the ship has not only been colonised whilst you have been snoozing, but the colonials want you for breakfast. Adding to the problem, your friend is trapped somewhere on the sinking wreck, and you've taken it upon yourself to go and save him. Talk about every man for himself!



As you can see from the screenshots, *Survivor: Day One* looks to be a cross between an all out alien kill fest, combined with good old adventuring in an effort at getting your thawing out backside off the ship.

It doesn't look as bleak a future as it may seem though, because to help you along the way you can rip weapons from your recently deceased victims and use them for your own survival, and being the genetically engineered bioform that you are, it sounds like you're going to need all the heavy duty help you can muster.

Expect to see a full review as soon as we can genetically engineer one.

HOORAH, HOORAY, ANOTHER FOOTIE GAME ON THE WAY

VIVA FOOTBALL

PUBLISHER:	Crimson
GENRE:	Sports Sim
PLAYERS:	1-2
% COMPLETE:	80%
RELEASE DATE:	December '98

Ever wished you could feel the elation of being Bobby Moore? Ever wished you could kick Maradonna in the shins before he knocked us out in '86 using his hand? You do? Well look what Crimson have got in their plucky pipe-line.

Viva Football could be the answer to all you footie fanatics out there who are looking to give the Argies the on-pitch thrashing they deserved. Starting way back in 1958 then choosing any historical world cup since, you can enter the game and play it the way you would like to see it go. Imagine if England lost in '66, what would we chant at our beer-swigging butt-slapping, lederhosen-wearing, sausage-munching friends?

Imagine if Gazza was England captain. You can enter as the team of the time or add any other player you wish, or combine the two and create an all-time dream team. Going back in time isn't the only aspect involved in *Viva* though; you can just have a good game of football if you want.

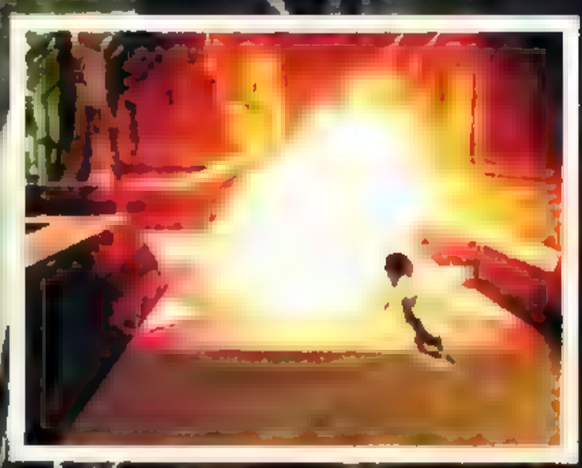
Viva Football looks like it will combine all our favourite aspects of football games and we'll have more as soon as we figure out how to work our time machine.

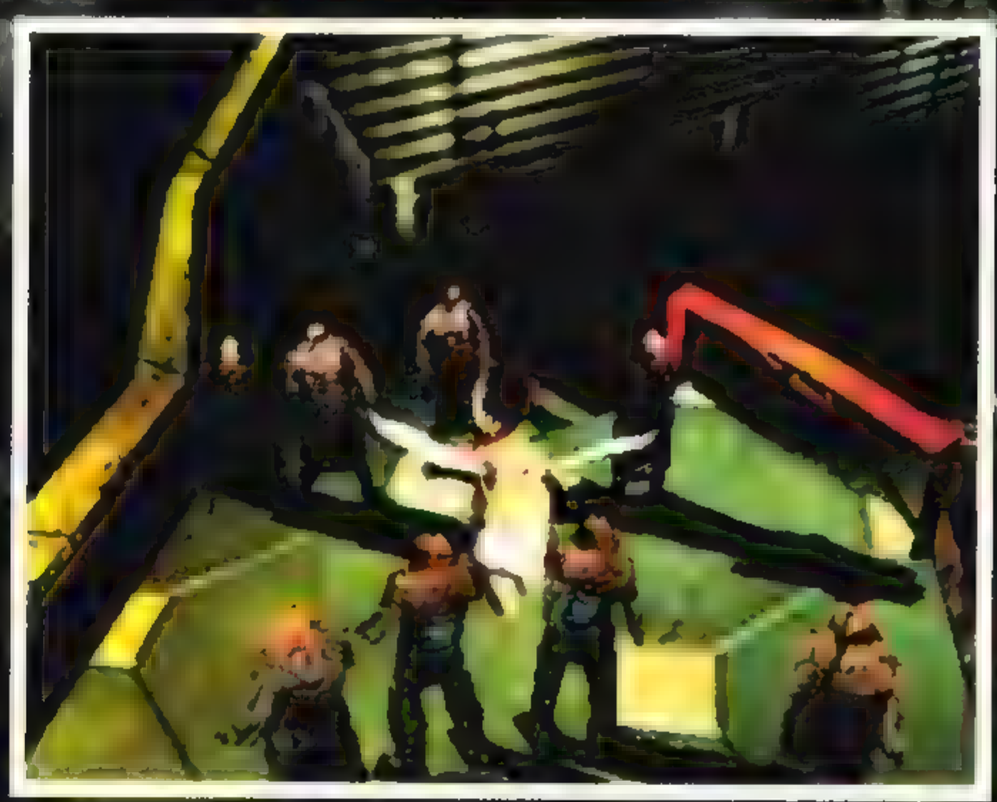
(Above) That's it, book me but let him use his hands to score a goal. Your not Argentinian are you ref?

(Above) As they scramble around the goal mouth, they think it's all over... it will be in a minute.

BABY WITH WINGS SAVES THE WORLD! HONESTLY!

MESSIAH





We ask you to suspend any religious belief you may have, just until you've finished reading this.

It took God seven days to make this beautiful world, then after sweating and toiling away he reclined into his comfy chair, lit a fag and let it slip to the back of his mind. Basically he forgot.

The world fell upon hard times, people ignored God's word and someone was needed to sort out the mess. This is where the Arc-Angel Gabriel steps in to save the planet, or at least he would have done if he wasn't such a chicken. His next in command, er... Bob gets the angelic chance instead.

PUBLISHER:	Shiny
GENRE:	3-D Adventure
PLAYERS:	1
% COMPLETE:	85%
RELEASE DATE:	Late '98

Messiah revolves around what has got to be the weirdest console star about, Bob the winged cherub and joins his quest at cleaning up Earth. Being a good guy Bob can't just kill all the scum festering on the Earth, instead God has given him the ability to possess whoever he wants, and then use their bodies to influence others. It gets weirder.

Not only will Bob the angel be able to influence humans with his divine mind melding, but he has got to locate the seven holy seals so that they may be broken in time for Armageddon (the final confrontation between Heaven and Hell). Of course beastly Beelzebub has other ideas and has sent a hoard of demons to Earth to possess people and thwart poor Bob's plans. The first footman of hell will also be making a guest appearance with every intention of turning Bob into a tasty bite-size snack. Mmm... feathery.

Shiny certainly look like it's pulled out all the stops with *Messiah* and claim that it will push the PlayStation to its limit with the stunning graphics and immense gameplay. It also has a wicked streak of black humour running through it. Expect to see a review in these hallowed pages soon.

DECEPTION 2

Having undergone a complete reworking, Deception 2 is Tecmo's sinister *Dungeon Master* game for Christmas '98. A group of adventurers have invaded a castle and you get to activate a heap of nasty equipment, like crushing walls and mechanoids to kill off the adventurers for level one. Now in third-person and with much improved graphics all round, Deception 2 is a sinister dungeon crawler nightmare.

TEST DRIVE 5

With 28 licensed cars including an Aston Martin Vantage, the 1998 Nissan Skyline and a '69 Dodge Charger, *Test Drive 5* has possibly the best line-up since the Beatles. Pit wondrous new supercars against the classic cars of the Sixties and Seventies, even take the police role and chase down the illegal cannon-ballers instead of taking part, all in real world locations.

TWISTED METAL 3

Sony's own 989 Studios has taken the series from original developer Single Trac, bringing clearer graphics, better physics and outstanding weapons... but reportedly smaller arenas and slower pace. The classic ice and napalm button combos are back, but will we be able to say the same for the golden gameplay? Certainly with *Rogue Trip* wooing the press with its distinctly *Twisted Metal*-esque magic, *TM3* will need to be something special.

TEKKEN IN A MAZE? WHATEVER WILL THEY THINK OF NEXT?

TRIBAL

The end of *The Shining* was quite a scary piece of cinematic history. Jack Nicholson was possessed and wielding an axe in a maze. This game aims at making that look like something out of *Alice In Wonderland*.

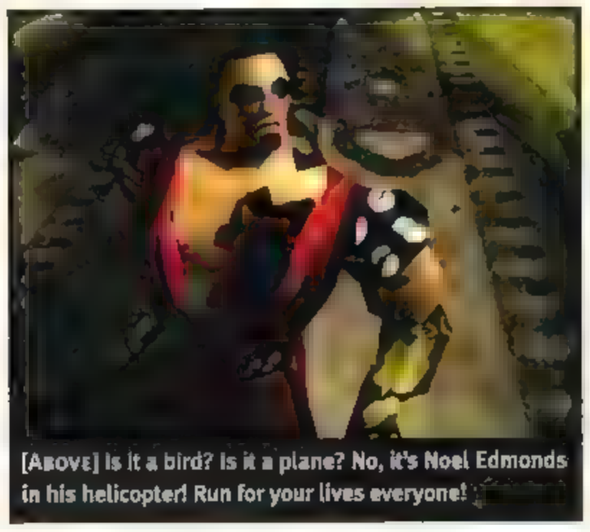
Tribal features a host a futuristic bums all wanting to slug it out in a cat and mouse fight for survival. The main area of the game concentrates on players turning markers different colours within the maze. The person with the most markers in their colours does the hunting, the others do the running and try to turn the markers back again.

It's not as simple as it sounds though because the maze is packed to the privets with deadly traps that will put you off your stride, or worse. These include, trampolines, unstable grounds, teleporters, water and of course, the most deadly fighters armed with combos moves that'll take your head off. Up to four players can take part in the deadly mazes at once and each must use stealth, cunning and strategical tactics to outwit and become the last standing fighter.

By the way, you don't just have to use those tip-toe tricks to survive, but good old mindless violence will also help. Could this be the *Goldeneye* crown snatcher? Find out soon as we will sneak up on you with a killer review... as soon as we find our way out.

The spiky-haired freak is up for a bit of action. Gulp!

[Above] The characters in *Tribal* are all pretty mad-looking, and wear strange looking gloves.



[Above] Is it a bird? Is it a plane? No, it's Noel Edmonds in his helicopter! Run for your lives everyone!

PUBLISHER:	Sony
GENRE:	3-D Puzzle/Beat-'em-up
PLAYERS:	1-4
% COMPLETE:	80%
RELEASE DATE:	November '98

DO YOU THINK THE WORLD'S GONE NUTS... AND BOLTS?

SHADOW GUNNER

The future is a dangerous place. All anybody wants to do is kill, kill, kill! That's alright with us.

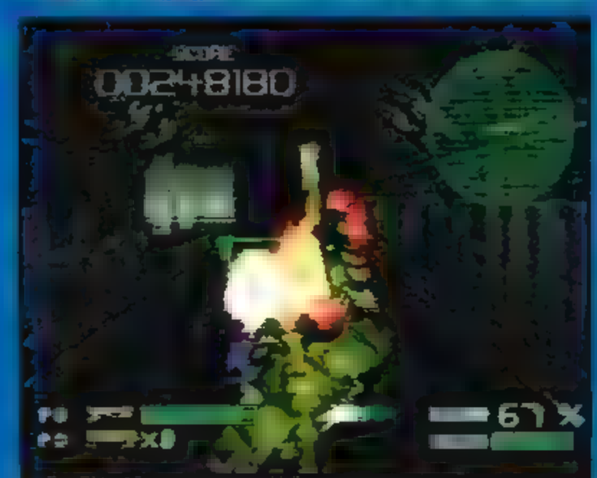
Shadow Gunner is the new robot blast that Ubi soft is hoping will have Mechwarrior looking like a nun convention. Set in three vast worlds divided into 15 different fighting arenas, with 27 different enemies equipped with ten different weapons, *Shadow Gunner* boasts so many dribble-inducing stats we've been fitted with bibs. The choice of weaponry ranges from using your mechanoid fists in close combat to using your radar and picking off an opponent from a distance with a gurt big mortar bomb. Viewed in the third-person perspective also means that every oozing ounce of destruction will be seen in the most graphic detail. The explosions and destruction will be so vast that you may have to play this behind reinforced glass. Well, maybe not, but it sure looks good!

Each area in the different worlds has its own mission which must be completed before moving onto the next. Enemies will be in no short supply, each batch becoming increasingly smart and attempting to blast you to shrapnel. You have to learn your opponent's different behaviours and tactics before you can lock-on and press the trigger.

There will be more news as soon as we can teach ED-209 to fetch the papers and stop shooting the postman.

PUBLISHER:	Ubi Soft
GENRE:	3-D Action
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	November '98

[Above] Mechanoid mayhem on the moon! Well there's a novelty for you. Watch out for the giant craters.



[Above] Eat my thermo-nuclear thingy you horrid robot. Next time I'll be really nasty to you, I'll get the wife!

[Above] The snow world. Land of Frosty the snowman, Father Christmas and a host of mean looking killers!

100% PlayStation 0% fair

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arena

GAMEPLAY, THE OFFICIAL SPONSOR OF arena IS AWARDING A VOUCHER FOR £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR EMAIL US AT: PLAY@PARAGON.CO.UK.

GOT A NEW MOTOR?

Dear PLAY,
I've been saving up for ages to buy *Vigilante 8*, but now I've finally got the cash, I've seen a similar game called *Rogue Trip* is coming out from your E3 preview and it looks even better. I can't afford both, so what should I do?
Jimmy 'u startin?' Steed, Liverpool

If you are into high octane Seventies throw backs with enough weaponry for WW3 buy *Vigilante 8*. If you are into mental health escapees driving giant sausages, running down OAPs, and Elvis, buy *Rogue Trip*. If you're into both, get yourself seen to.

FOREIGN FANCIES

Dear PLAY,
I just had to reply to the masses of letters that are sent complaining about the amount of games from Japan that never see the light of day in this country. Okay, I can see the point when it comes to games like *Tobal 2* and *Parasite Eve* that we will most probably not get, and don't even get me started about *Final Fantasy Tactics*, which I want desperately!

On the other hand we can't have it both ways. If we did get the aforementioned games we would also get the endless amount of 'girlfriend' games and the like which would simply add to the PlayStation's already large amount of below average games. Sure, us British games players can only dream about getting these high-class games, but do we really want them if we need to face the consequences? The tables may be turning, however I'm not sure. Is Japan getting *GTA*, the *Broken Sword* games, *Discworld 1* or *2* or the *Actua* series? Thought not.

If players are that desperate for games why not get them on import? If you want a good import game look no further than PLAY – they always review all the decent games in Japan or the USA.

Keep up the good work, PLAY.
Sam Rozati, London

There isn't really a downside to the possibility of European gamers getting all the software that Japan gets. You wouldn't have to buy the "girlfriend" games simply because they were available, Sam. Besides, disregard the boy-meets-girl genre and you're missing the outstanding artwork of *Mystic Mind* and the harem of lovlies that span three discs of *True Love Story 2*!

The reason that Japan has such radically varied game styles in addition to the top mainstream titles is because the entertainment software market is so massive and healthy – there's something for everyone's tastes! We'd have far wider choice, and that can't be bad.

GAMEPLAY DEATHMATCH DILEMMA

Dear PLAY,
I was shocked to read in issue 39 that the producer of the PlayStation version of *Quake II* casually dismissed the idea of a link-up option in the final release of the game. An excuse that there are as many link cable owners as mouse owners, thus not justifying the effort, is lame at best! How short-sighted!

Here are my reasons why a link-up option should be included:

1. For a start Deathmatches are one of *Quake II's* main selling points, as with *Doom*. Does he think that the ten million PAL PlayStation owners haven't got friends to frag?!
2. Sony are in the process of dropping the prices of their peripherals and there are other companies out there who also do cheaper versions. What better reason to justify the purchase of a link-up cable than for playing *Quake II*? *Gran Turismo* did it for the Dual Shock pad.
3. *Quake II* is all about tension, not knowing where the next enemy is going to spring from. Playing *Quake II* deathmatches on split-screen means you can see exactly where your intended target is, and vice versa, thus killing off any chance of surprise. Besides, have they thought of what a four-player split-screen deathmatch would look like on a 14 inch screen (which occupies most gamers' bedrooms)? I'm sure a link cable would be cheaper than four magnifying glasses!

If Activision and Hammerhead want to make a quality conversion then they'd be well advised to take a leaf out of Eidos's book (in reference to *Tomb Raider III*) and listen to what gamers really want.
Spencer Stone, Kent

We wanted the link option in there too, we really did, but when you look at it from the development side you should be able to see their reasoning. Why would Activision or Hammerhead spend extra time and money, perhaps miss a Christmas release date, to include an option for a tiny user base of players who've bought a link cable? It's not going to affect their sales in any big way, as hardly anybody plays link-up, however unfortunate that may be.

Gamers don't seem to want the link-up experience enough to go through with physically carting their gear off to someone else's house. Presumably when online console gaming takes off with the new generation of machines that will make it so easy, they will all see what they've been missing! Articulately argued though Spencer, so indulge your link-up fetish to the value of £150 with Gameplay.

WINS £150 VOUCHER FROM GAMEPLAY!

ME, ME, ME!

Dear PLAY,
I have found a cheat for *Gran Turismo*. I will only give it to you if you give me a copy of *Gran Turismo* or £150 to spend at Gameplay. If not I would like a Top Gear wheel. So here is the cheat for *Gran Turismo*:

Buy two identical cars. Load one up with parts – 'fully spec' if you like. Then switch to the car without the parts and race it (Spot Race will do). When you get options to qualify, go to Machine

RETURN TO SENDER

We now get so many letters here at PLAY that we found it impossible to offer feed-back without extending Arena to fill half the magazine. So now any questions relating to purchases, release dates and all other small matters will now be dealt with in this regular column.

Do you think that Visual Sciences could give Murray Walker and Martin Brundle a bit more to say in *Formula One '98* during the race, because the same phrases are starting to get on my nerves.
Gareth Smith, Cheshire

■ We'll be sure to mention it, though it could be a bit late by now. It's a problem that has plagued all games with commentary really, including a batch of football titles. On both *Formula One* games so far we've always ended up turning the speech off after the first few goes.

Next year I get my old age pension (that will tell you how old I am) and I find that I get to a point in some games where I cannot proceed further, such as the flame room in *Tomb Raider's* Coliseum, or the god set in The Arena from *Exhumed*. This is due no doubt to rheumatism slowing down finger agility, but does this mean that all PlayStation games are only for the young?
F Yendle, Mid Glamorgan

■ No. But seriously Gramps, give it up. Get a rug for your knees, never get out of your bath robe and rock back and forward all day while watching TV. Incontinence and other health issues will provide all the challenge you need.

Are there any cheats for *Men In Black* on the PlayStation? Everywhere I look it's cheats for the PC! I think the game is great so the cheats are a must have.
Dean Whittingslow, Sheffield

■ Dean, this comes from the heart. You're sick, and you need somebody to help you. Whether it's a close relative or a trained professional, you have to deal with your problems, exorcise those demons.

I read your review on *Rival Schools* (issue 39, page 54). I thought the concept of having sub-games and the option to create a fighter was brill-i-ant and a half. What do you think?

■ Yes. We have to agree. Hence the huge score. Good.

Three words: 'wrestling is cack'. The PlayStation software market's becoming cluttered with this cackness, so please, let those "thigh groping morons," (as you so rightly labelled them) wallow in their own social inadequacies and keep all that crap they spew out away from the mainstream. In short, it really stinks and I hate it.
Dean Sobers, Warwickshire

■ Wow, a man with a serious grudge! Still, if people want to play wrestling games, and a worrying amount seem to, then they should have as many games as we do in the shooting or fighting genres. Of course, as most of them can't count above four, it doesn't matter how many games they get.

Settings and change parts. You can now select parts from the other car.

If you won't give me any of the things above please can I have a PlayStation chip and send someone to fix it into my PlayStation. Or an English copy of *Tekken 3* when it comes out.

Oh yeah, one other thing, I think someone should make a game where you are Ronaldo and you quit your football career and start up a boxing career then decide to quit boxing and go on to rally driving and take on people like Colin McRae and Tommy Mäkinen. After that you turn into a fugitive and you run away from the police. Then you live a secret life and do other jobs like being a policeman and a fireman. It should be called 'Ronaldo's Secret Life'.

Yours Sincerely,
Ryan O'Sullivan, East Yorkshire

Rule number one when you want lots of credit to spend at Gameplay: don't ask us directly for it. Rule number two: don't try to bargain for it with a dodgy cheat. Lastly, don't round it off with the blueprint for possibly the hardest game in the world to make, that seems to be an unashamed rip off of *The Pretender* TV show with a Brazilian striker stuck in as the lead to throw us off.

DUNBLANE DUNCE

Dear PLAY,
As a Scottish video games player I was disturbed to read your review for the Scorpion "gun".

In the aftermath of the tragic events at Dunblane Primary School I have no idea how any sane person could describe a realistic looking "gun" as classy, brilliant or drop-dead gorgeous. You don't seem to understand how reading such a review could upset children living in Dunblane who have lost brothers or sisters thanks to a man who was obsessed with guns. I would urge you to have a rethink about your attitude towards guns otherwise I will stop buying your magazine and encourage my friends to do the same.
Kevin McAuley, 14, Lanarkshire

So, if somebody gets run over, all cars are ugly? Tell that to the guys and girls at Ferrari. It's a fact of life that males are testosterone driven, and so they like sports, cars, guns, women and often powertools.

The Dunblane incident was a tragedy, but let's not forget that the guy was a psychotic maniac who probably didn't care if his gun was 'sexy' or not. What are we supposed to do apart from give our own honest opinions of a product? What do our other readers think, are we being insensitive?

CHIPPING & HANDLING

Dear PLAY,
I have to agree with Mark Jones from Derbyshire (Arena, issue 39) about your magazine – because when you've read it, it's an arousing experience which leaves one gagging for more (see, I can creep too!)

However! What's wrong with this guy's brain? Won't get chipped? Yet he wants to play import games? Was he attacked by chips at an early age?! Well Mr. Jones, when I saw *Soul Edge* for the first time I had to have it. So I purchased a six wire chip for £12.50, had it fitted by a mail order company then ordered the beast of a game. Playing *Soul Edge* was like nothing I'd ever experienced before. Since then I've never looked back.

You will never want black borders again! Speed difference is unreal! Uncensored, true PSX conversions. Please push deep down in your heart, don't buy our version of *Tekken 3*, buy the real *Tekken 3*! It's Japanese with English options. *DOA*, *Time Crisis*, *Soul Edge* – you don't have to be Japanese to play these titles as the speech is in English.

The official *Tekken 3* was disappointing

Get chipped, get import *Tekken 3* and get turned on! By the way, I have a US version of *Parasite Eve*. It's good, but you'd never understand would you?
Jonathan Mason, Hants

It's true. The elation of opening up a whole new world of games for yourself is massive, as Jonathan here attests. But, as with the loons who don't understand Widescreen videos, there are loads of gamers who don't know what it is to see a great game in its intended format. So you get £50 for being enlightened, Jonathan!

WINS £50 VOUCHER FROM GAMEPLAY!

TECH IT OUT

Dear PLAY,
I'm new to the whole PlayStation thing and so have bought a number of magazine titles in order to find the one that suits me. Some were great visually, but offered little else. *Playboy*, while having little to do with video games, kept me amused for hours. Your to-the-point, no flannel policy won me over however, and it is to you I address my idiot new-boy questions.

Firstly, reading your *Tekken 3* review, I became concerned about the apparently well deserved slagging off PAL got over NTSC. What are these and why do they differ? Surely PlayStation hardware can't vary that much from one country to another. Why should US and Japanese games be incompatible with UK PlayStations? Secondly, what is the 'PSX chip', what does it do, how easy is it to fit and what are the dangers of having one?

Thirdly, I've played *Gran Turismo* and absolutely loved it but should I wait for *GT2* or go for the soon-to-be-released *TOCA 2*?
Andy Marriott, Birmingham
PS – It's wishful thinking I know, but £150 would go a long way to turning a foetal collection into an up to date software library...

Welcome aboard Andy! You made the right choice with us. Yours are the kinds of questions that many new PlayStation owners have, so the old "got my import machine in January '95" fraternity will have to be patient.

"IN THE AFTERMATH OF THE TRAGIC EVENTS AT DUNBLANE, I HAVE NO IDEA HOW ANY SANE PERSON COULD DESCRIBE A GUN AS CLASSY..." KEVIN MCAULEY

NTSC is the technical system used for displaying TV pictures in both the USA and Japan. It is named after the National Television Standards Committee that invented it back in 1953, it uses 525 horizontal lines to build the picture on-screen and draws 30 complete frames every second. Works for 260 million Americans, but it wasn't good enough for us. We came up with PAL (Phase Alternate Line) which gives a sharper picture by using 625 lines, but draws only 25 full frames every second. The result is that when a US or Japanese game is converted to the PAL system, there is nothing for those extra 100 lines to show other than black space, and the game is five frames slower than normal every second.

The chip that you're always hearing about is a microchip that can be fitted inside your PlayStation to allow it to run foreign or illegally copied games. It's not at all easy to attach, and you could quite easily ruin your machine by getting the tiniest glob of solder in the wrong place. The dangers of having one are that it will totally invalidate your warranty and Sony is constantly taking steps to make fitting them illegal.

Oh yeah, *Gran Turismo* is an essential buy and you are not having £150.

SCREAMER

Dear PLAY,
During recent purchases of PlayStation games from local shops I noticed *X-Men: Children Of The Atom* was being sold. Since I played this game in the arcades in Tenerife (and was quite impressed) about two years ago I wondered what the conversion would be like on the PlayStation for two reasons:

1. I have an appalling memory and can't re..mem....ber.....?
2. I wanted to see what my mates at PLAY (that's you) had to say.

After flicking through your patented 'Buyer's Guide – Playlist' with extreme anticipation (really) I noticed that to my horror it had not been reviewed. I was frustrated, I didn't know what to do, so I did the only thing I could... I ran; screaming into the night! Aaaggghhhh!!

Putting it down to the new release of the game I forced myself to believe that you merely did not have the time or space in your magazine (since they are of course very precious) to place such a small release when there are larger games out there which need

reporting. So I waited... and waited... and eventually after months of gruelling agony decided to send you this wake up call. REVIEW *X-MEN*!!!

That is all.

James Alexander, Lancashire

***X-Men: Children of the Atom* was actually reviewed in issue 33 of PLAY. But thanks for bringing it to our attention that it has been omitted from the Playlist, because now Mark the designer is going to get a sound lashing from the cat-o-nine-tails. Just in case you're curious, *X-Men: COTA* got 78%. It's a faithful conversion of the arcade hit, but very dated by today's standards (if you remember, it was scheduled to be one of the first games released on the PlayStation... but sadly slipped by a year or two). In short, buy something like *Marvel Super Heroes* or *X-Men Vs Street Fighter* instead.**

PLASTIC HYPE?

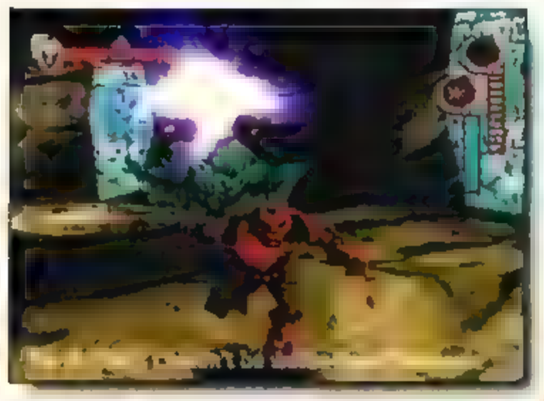
Dear PLAY,

Whilst I was looking forward to the *Small Soldiers* game based on your recent preview, I was surprised when saw the movie trailer over the weekend. Why? Well, it looked like it might just be the worst movie ever made. There wasn't a single funny or exciting clip, so what I want to know is, do you think the game will be better than the film, and have any of you lot seen the film?

Jimmy Bright, Cornwall

We hope that the game is better than the film, because we saw it and it was absolute pump! If you thought there weren't any funny bits in the trailer, just you wait until you catch the movie... there are even less! We'll still mourning *The Fifth Element*... that fantastic crumpet gone to waste!

"*TOY SOLDIERS* LOOKED LIKE IT MIGHT JUST BE THE WORST MOVIE EVER MADE. WILL THE GAME BE BETTER THAN THE FILM?" JIMMY BRIGHT



We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your email address, please give permission.

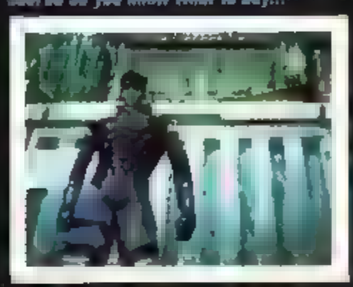
PLAY magazine issue 41 1998

PLAYLIST

UPDATED EVERY MONTH

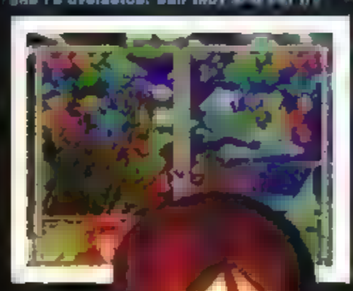
THE ULTIMATE PLAYSTATION BUYERS' GUIDE

PLAYBACK TOP 10'S 137
The very best of every genre listed and sorted so you know what to buy...



ADD-ON ACTION... 142
All the latest PlayStation peripherals reviewed and rated!

LONG TERM TESTS 150
Blasts from the past are dusted down and re-evaluated. Can they stand up?



METAL GEAR SOLID VS RE2 138
The two hottest adventure games slug it out head-to-head for overall supremacy!

IRON-MAN PERIPHERALS 145
What will be the hardest, kick-ass joypad tough enough to endure hell this month?

OVER 300 GAMES REVIEWED AND RATED!

* indicates an import review

arcade shoot'em up | beat-'em-up | first-person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE		arcade shoot'em up	beat-'em-up	first-person shooter	party/puzzler	platformer	racing game	sports title	strategy/adventure	PLAY ISSUE	SCORE	WE SAY...
4-4-2	1-2	●								26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●								19	52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●				●				01	69%	Famous puzzle game, now in 3D! Average.
Abe's Oddysee	1	●								26	90%	The most addictive platform game on the PSX!
Ace Combat*	1-2	●								01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●							●	23	84%	Far better graphically and playability wise.
A-Train*	1	●				●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●							10	88%	Best golf game on PSX so far (until Golf2).
Actua Golf 2	1-4	●								23	80%	Not as good graphically, but still great fun.
Actua Ice Hockey	1-4	●	●						●	32	70%	A worthwhile stab at the sport, but flawed faults.
Actua Soccer	1-2	●								04	79%	Slick looking footy sim, now dated.
Actua Soccer: Club Edition	1-2	●								22	62%	Cynical re-badged version of above.
Actua Soccer 2	1-4	●	●						●	28	90%	The best football game on the PlayStation!
Adidas Power Soccer	1-4	●	●							06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●							19	52%	Same game, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	●						●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●								34	86%	Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●								03	79%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Alien Trilogy	1	●								06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●								19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	●							24	80%	Superb comic commentary, not bad footy !
Alone in the Dark 2	1	●								04	77%	Intriguing French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●		●			11	74%	Average split screen American racer.
Aquanaut's Holiday	1-2	●								10	58%	Impenetrable and dull underwater guff.
Area 51	1-2					●		●		21	68%	Rough coin-op conversion using light gun.
Armoured Core	1-2	●								35	69%	Fun, but linear robot beat-'em-up.
Assault	1-2	●							●	40	80%	A nostalgic B-movie bug blaster.
Assault Rigs	1-2	●		●						03	81%	Tron-like tank blasting game. Good link-up.
Atari Collection, The	1	●								21	81%	Many classics. Best: Missile Command, Asteroids.
Auto Destruct	1	●								29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●		●			●			14	71%	Ropey racing engine, jerky action.
Azure Dreams*	1	●								40	70%	Weird. Odd. Strange. Bizarre. And quite good!
Baby Universe	1	●								39	22%	A trippy pattern maker that just doesn't belong.
Ballblazer Champions*	1-2	●			●					22	69%	Dull as dishwater futuristic sports.
Batman & Robin	1	●							●	37	78%	Half decent movie spin off with a lasting challenge.
Batman Forever	1-2	●								15	41%	Bloody awful film licence – avoid!
Battle Stations	1-2	●								25	51%	Flat and unconvincing naval strategy...
Beast Wars Transformers*	1	●								30	65%	Transforming fun that's far from easy.
Bedlam	1	●				●				25	78%	Muggy and complicated Syndicate wannabe.
Big Hurt Baseball*	1-2	●								09	81%	Moderately successful sports conversion.
Black Dawn	1	●								15	76%	Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●								12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	●							15	82%	Clever puzzles with rotating rooms.
Blast Radius	1-4	●		●					●	38	72%	To similar to Colony Wars, hand on for Vengeance!
Blasto	1	●							●	38	60%	Playable, yet simple looking platform shooter.
Blood Omen: LOK	1	●								18	81%	Be a vampire – top bloody fun.
Bloody Roar	1-2	●								34	85%	A fine quality beat-'em-up.
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	●								31	85%	Stompingly good mech-warrior action.
Breath Of Fire III	1	●								38	80%	Enormous and absorbing, but looks dated.
Broken Helix*	1	●								24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	●				●				14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●				28	90%	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	●								11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4									15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●			●			12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●			●			20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●		●						35	80%	Very disappointing sequel.

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad came under steering/analogue.

PLAYBACK

PLAY's TOP 10s...

These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

ARCADE STYLE SHOOT-'EM UPS

1. Vigilante 8 94%
2. Time Crisis 90%
3. Future Cop: 94%
4. Point Blank 90%
5. Colony Wars 92%
6. MDK 90%
7. Die Hard 93%
8. Twisted Metal 2 88%
9. DN: Time To Kill 87%
10. G-Darius 88%

SPORTS SIMULATIONS

1. ISS Pro '98 92%
2. WLS 90%
3. World Cup '98 86%
4. Smash Tennis 86%
5. Prem Manager '98 89%
6. Everybody's Golf 85%
7. Total NBA '98 93%
8. FIFA: RTWC'98 91%
9. Actua Soccer 2 90%
10. Actua Golf 88%

STRATEGY & ADVENTURE

1. Metal Gear Solid 94%
2. Resident Evil 2 96%
3. Final Fantasy VII 93%
4. Parasite Eve 87%
5. Tomb Raider II 95%
6. FF Tactics 90%
7. Alundra 86%
8. C&C: Red Alert 90%
9. [illegible] 90%
10. Resident Evil 95%

PLAYBACK

PUZZLE & PARTY GAMES

1. Puzzle Fighter	90%
2. Bust-A-Move 3DX	88%
3. Kurushi	88%
4. Worms	92%
5. Puyo Puyo Sun	87%
6. PaRappa	82%
7. Puy Puy	84%
8. Micro Machines V3	88%
9. Circuit Breakers	81%
10. Kula World	83%

RACING GAMES

1. Gran Turismo	97%
2. Colin McRae Rally	93%
3. Need For Speed 3	87%
4. TOCA Touring Car	94%
5. Rage Racer	94%
6. Rally Cross	89%
7. Formula One '97	88%
8. Wipeout 2097	93%
9. Moto Racer	78%
10. Total Drivin'	84%

PLATFOMER TITLES

1. Gex 3-D	92%
2. Abe's Oddysee	90%
3. Crash 2	86%
4. Klonoa	83%
5. Jumping Flash 2	86%
6. Heart of Darkness	81%
7. The Lost World	79%
8. Dracula X	84%
9. SkullMonkeys	83%
10. Pandemonium 2	72%

GAME TITLE	PLAYERS										PLAY TIME	SCORE	WE SAY...
Bust-a-Move 2	1-2	●			●						08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●									30	88%	Once you pop, you can't stop!
Bust A Move*	1-2	●									36	88%	Brilliant rhythmic dancing action!
Buster Bros Collection*	1-2	●									22	86%	Pang gets the 32-bit treatment.
Cardinal Syn	1-2	●								●	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	●									23	57%	Dull robot strategy adventure on the moon.
Casper	1	●									12	65%	Plain and unimaginative film game.
Cheesy	1	●									15	50%	It certainly is...
Chessmaster 3D	1-2	●									08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	●								●	33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	●									11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●		●				22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	●				●					18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	●	●							●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●									18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●				●					27	83%	Stylish, and utterly chilling murder mystery!
Colin McRae Rally	1-2	●			●		●			●	37	93%	Rally gaming at its best!
Colony Wars	1	●								●	27	92%	Gorgeous, totally playable space blasting.
Command & Conquer	1										16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●		●		●					29	90%	The last word in real-time wargames.
Contra: Legacy of War	1-2	●									16	62%	Scappy arcade shoot-'em-up from Konami.
Coolboarders	1	●									16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●		●	●					●	26	81%	The definitive snowboarding game.
Courier Crisis	1	●									30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●									13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●								●	29	86%	Crash returns in style!
Crime Killer	1	●								●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●								●	40	45%	A rather arthritic *Fighting Force*.
Critical Depth	1-2	●			●					●	32	72%	Above average underwater blaster.
Criticom	1-2	●									04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●								●	26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●									21	21%	Absolute shite!
Crusader: No Remorse	1	●									18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2							●			18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●									04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●						01	55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●									02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●									06	69%	Mediocre 3-D adventure – slow.
Dark Forces	1										17	75%	Appalling Star Wars conversion.
Darklight Conflict	1										22	79%	Fantastic looking, but sadly boring.

HEAD TO HEAD RESIDENT EVIL 2 VS MGS

Before *MGS*, ***RESIDENT EVIL 2*** was the game on everybody's lips... and why not? After the huge wait, it came and kicked ass quite convincingly with its gripping plot, numerous scenarios and lashings of red-stuff.

However, the whole thing was quite short-lived and games players felt quite let down. What do you expect though, a game that looks this good cannot possibly last in the mileage stakes... can it? What *RE2* did have though, was replay value. Two discs, two playable characters, four different scenarios and even hidden sub-missions. To see everything took hours of play, so it was worth the wait in the end. The best thing about it though, was that it featured a stunning plot that will keep gamers gagging for the next game.

Number of weapons 13	Number of weapons
Best weapon Gatling Gun	Best weapon
Difficulty Medium	Difficulty
Gore Factor Extremely graphic	Gore Factor
Cut-scenes State-of-the-art CGI	Cut-scenes
Stealth attacks? Hell no!	Stealth attacks?
Babe count 3 babes	Babe count
Is it linear? Pretty much	Is it linear?
Gadgets? Nothing too exciting	Gadgets?
Sub-games 1 [Fourth Survivor]	Sub-games
Packed with puzzles and gore!	Stylish and sophisticated epic

METAL GEAR SOLID is probably more eagerly awaited in this country than *RE2* was, and in that sense it'll probably disappoint more when you breeze through it. The main problems arose through the unintelligible Japanese text than through the complex puzzles and gameplay. Having said that though, knowing what to expect, you certainly won't be disappointed with the sheer technical brilliance of it all as it is a significant achievement for the PlayStation. The only thing it lacks is a greater challenge factor but, like *RE2*, it does have replay value (albeit not as much) and you'll find yourself attempting to complete it quicker to unlock extras.

There's no doubt in our minds that an English version will enhance the enjoyment greatly, but at the end of the day there just isn't enough here to keep you occupied for very long.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Dark Omen	1	●				●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2									10	88%	Very playable beat-'em-up from a coin-op.
Dead Ball Zone	1-2	●							●	35	84%	Very playable futuristic mutilation mayhem!
Dead Or Alive*	1-2	●							●	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●								33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●								03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●		●						06	85%	Was good, now utter cack!
Descent 2	1-2	●		●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●		●						01	86%	PSX showpiece and good two player.
Destruction Derby 2	1	●								14	82%	Better, but lacks link-up – bah!
Devil's Deception	1-2	●								32	68%	Intriguing and challenging, but looks a bit dodgy.
Diablo	1-2	●								34	74%	Fun, but repetitive arcade role player.
Die Hard Trilogy	1	●				●	●	●		11	92%	Utterly brilliant three film games in one.
Discworld	1	●				●				01	74%	Unfunny cartoon adventure.
Discworld II	1	●				●				28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●								14	87%	Impressive 3-D Doom clone.
Doom	1-2			●						03	93%	Top link-up, but now looking dated.
Dracula X*	1	●								21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●								29	39%	Dismal beat-'em-up.
Duke Nukem	1	●		●					●	29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●			●					39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●								25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●								12	69%	16-bit fun, but joke is wearing thin.
Einhander*	1	●								31	90%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●								19	71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●								02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●								36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●								19	86%	Imaginative and lush RPG.
Exhumed	1	●								25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●		●			●			25	82%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●								07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●								34	09%	Extremely crap.
Fade To Black	1	●								09	90%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●							26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●							03	81%	Unexceptional footy flannel.
FIFA '97	1-4	●	●							15	70%	Graphically better, but plays worse
FIFA: Road to World Cup 98	1-4	●	●						●	29	91%	Best all-round football game yet!
Fifth Element (The)	1	●							●	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	1-2	●								23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken2.
Fighting Force	1-4	●							●	27	89%	Brutally destructive two-player action.
Final Doom	1-2			●		●				13	82%	New levels, but otherwise the same.
Final Fantasy VII	1	●								27	93%	The final word in adventure!
Final Fantasy Tactics	1	●								32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●								05	78%	16-bit looking fire-fighting action game.
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Fluid	1	●							●	38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●								24	58%	Expensive and dated-looking footy guff!
Formula 1	1-2	●		●			●			11	84%	Exhilarating and glorious F1 sim!
Formula 1 '97	1-2	●			●		●		●	26	90%	Well upgraded and stuffed with excitement!
Formula Karts: SE	1-2	●			●		●			28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●				●	35	92%	A stunning achievement. Totally breathtaking.
Frenzy	1	●							●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●							27	69%	Genuinely disappointing frog-'em-up.
Future Cop LAPD	1-2	●			●				●	40	94%	The best isometric blaster we've ever seen!
G-Darius	1-2	●							●	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	●							●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●				10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●							●	33	92%	Compulsive & classy, the best platformer around!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the eay side.
Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to *Point Blank*.
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...

PLAYBACK

PLATINUM RANGE TITLES

1. Tekken 2	95%
2. Tomb Raider	94%
3. Resident Evil	95%
4. Die Hard Trilogy	92%
5. Wipeout 2097	93%
6. Micro Machines V3	92%
7. Soul Blade	96%
8. Final Doom	84%
9. ISS Pro	84%
10. MK Trilogy	92%

BEAT-'EM-UPS

1. Tekken 3	97%
2. Rival Schools	96%
3. Dead Or Alive	91%
4. Soul Blade	96%
5. Bushido Blade	94%
6. SF EX Plus	91%
7. Total 2	92%
8. MK4	87%
9. SF Zero 2	94%
10. Tekken 2	95%

FIRST-PERSON SHOOT-'EM-UPS

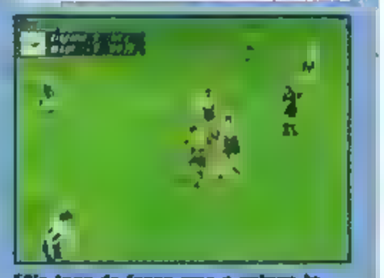
1. Duke Nukem	90%
2. Forsaken	92%
3. Doom/Final	82%
4. Tenka	86%
5. Mechwarrior 2	91%
6. Exhumed	84%
7. Alien Trilogy	91%
8. Disruptor	87%
9. Doom	93%
10. Tunnel B1	87%

LONG TERM

THE TEST OF TIME

WORLD CUP '98

REVIEWED PLAY 38



EA's tour de force was a return to form after the distinctly dodgy *FIFA '97*, although at the time *World Cup '98* was heavily criticised for being way too similar to *FIFA: Road to World Cup '98*. Which it is.

World Cup '98 still holds up to long term play, despite strong resistance from the likes of *ISS Pro '98*. EA's game might be graphically inferior but there's a decent selection of moves, including a sidestep, dummy and that one where you grip the ball with your ankles and leap around like a goon! Gameplay is fast and arcade-like, but you do get the impression that the number of actual scoring angles are limited. It also suffers from a sluggish response. At times you can decide to turn with the ball a full three seconds before the player actually thinks about moving and this is especially frustrating in the competitive two-player mode. Which is more fun when you are both on the same team incidentally.

World Cup '98 is still good fun in multiplayer. The only downside is that if you are looking to buy a copy now, the gameplay has moved on considerably with *Michael Owen's WLS '99* and *ISS Pro '98* and the gulf between difficulty levels means the one-player game is either far too easy or impossibly hard. Worth a punt at a discount price though.

SPICE WORLD

REVIEWED PLAY 37

Spice up your life? Not with this dismal excuse for a multimedia package. The reason this game qualified for a long-term test was because a friend of the editor bought it for his small daughter, and we were particularly keen to find out her interpretation of the randomly strewn together bits and bobs on this disc.

We have to say that for a five-year-old, she certainly spoke her mind! "Daddy, what's Geri doing there?" [redacted] "Why is Victoria's hair style long?" were the two main gripes uttered from the child's chocolate-smeared gob. Thankfully, her ear for music wasn't much better than ours, and as a result her remixes of famous Spice tunes were equally as awful. This didn't deter her much though, and once she got onto the dancing section she was well away in 'wannabe' land. The appeal didn't last long though, and by the time we'd supped our tea, she got bored of the main brunt of the game and proceeded to watch the crappy interview section on loop for what seemed like hours.

Thankfully, Blackburn Rovers Vs Chelsea cut short her enjoyment of the girls' mundane warblings, but before she scuttered off to beddy-byes, we managed to grab a few words with the brave child: "I like it because it has got the Spice Girls in it, but it isn't as good as *Crash Bandicoot 2*... or *PaRappa The Rapper!*"

So there you have it, even the legion of impressionable young fans thought *Spice World* was bobbins!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Hard Boiled	1	●								25	29%	A disastrously wasted licence...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●				●				03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●					21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footy conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
ISS Pro '98*	1-2	●								38	92%	Nearly as good as the N64 version. Brilliant!
Int Track & Field	1-4	●	●							09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●								04	69%	Miserable sub shoot-'em-up. Toshi
Iron & Blood	1-2	●								17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2									16	47%	As much fun as genital surgery!
Iznogoud	1									33	34%	An exceptionally bad platformer.
Jeremy McGrath Super Cross '98	1-2	●				●				37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	●							●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●								18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●				●			●	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	●								04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●							20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●						●		28	62%	Fantastic licence, disappointing game.
Jumping Flash	1	●								01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●								08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●								25	68%	Doesn't do the name justice!
Kick Off World	1-4	●	●							36	77%	An average game replete with great options.
Kileak The Blood	1	●								01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	●								05	65%	The same only with a '2' at the end.
Killing Zone*	1-2									08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●								02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●								06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●								11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●								24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●								30	83%	Fast and loveable Japanese platformer.
Konami Antiques Vol. 1	1-2	●								31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	●								04	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	●								35	83%	Innovative puzzle fun with balls!
Kurushi	1	●								27	88%	Ultra high quality puzzler.
Last Report, The	1	●								33	27%	An utterly awful, unrewarding point and click!
Lifeforce Tenka	1	●								20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	1	●								19	83%	Outstanding graphical adventure!
Loaded	1-2	●								01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1									14	70%	Dull as dishwater platform game.
Lone Soldier	1	●								02	43%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2									23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●								25	79%	Stunning-looking platformer, but shallow.
MDK	1	●								27	90%	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2					●				22	72%	Decent Paradroid-inspired shooter.
Madden '97	1-4	●	●							12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	1-8	●	●						●	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	●								30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●								06	57%	Badly dated by today's standards.
Mass Destruction*	1	●								30	80%	Enjoyable, destructive tank romp...
Maximum Force	1-2							●		32	37%	Pales into insignificance beside Time Crisis!
Mechwarrior 2	1	●								19	91%	Top class big robot shoot-'em-up!
Medievil	1	●							●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●								21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●								37	35%	Painfully unplayable movie tie-in.
Metal Gear Solid*	1	●							●	40	94%	Truly exceptional, but loses a lot in Japanese.
Metal Slug*	1-2	●								26	74%	Top maiming action, but not enough of it.
Mickey's Wild Adventure	1	●								12	79%	Standard cartoon platformer. Yawn!

arcade shoot'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

* denotes an import review

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Micro Machines V3	1-8	●	●							19	92%	Blistering racing game. Fantastic!
Midnight Run	1	●								31	60%	Hum-drum racer with short-term appeal.
Monopoly	1-4	●	●			●				28	75%	A fun and faithful conversion of the original.
Monster Rancher*	1-2	●								37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●								18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	●								01	93%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	●							●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●								29	71%	Blood-soaked, but mundane platformer.
Mortal Kombat Trilogy	1-2									14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●							●	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	●			●				●	40	87%	A superb sequel that's huge entertainment.
Motorhead	1-2	●			●				●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●		●			●			10	79%	Highly playable cartoon racer.
Mr Domino	1	●								37	72%	Original, but lacks a lasting challenge.
Myst	1	●								07	68%	Humdrum static screen adventure. Sad.
N2O	1-2	●			●				●	37	70%	Frantic shooter, but gets very repetitive.
Nagano Winter Olympics*	1-4	●	●	●					●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●								29	79%	Catching up fast – best: Rolling Thunder.
Namco Museum 1*	1-2	●								04	70%	Retro collection – best: Pacman and Galaga.
Namco Museum 2*	1-2	●								06	70%	Worse than Vol 1 – best: Xevious.
Namco Museum 3*	1-2	●								13	73%	Decent retro fix – best: Pole Position II.
Namco Museum 4	1-2	●								23	79%	Some cool games – best: Pacland.
Nanotek Warrior*	1									22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●			15	80%	Comprehensive racing simulation – a bit jerky.
Nascar Racing '98	1-2	●			●		●		●	28	82%	The complete Nascar package.
NBA Hang Time	1-4	●	●							31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●								05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	1-2	●								15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●							01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-2	●								07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-2	●	●							16	89%	All the latest stats and players – better engine.
NBA Pro '98	1-8	●	●							33	78%	Good, but not as good as the competition.
Need For Speed, The	1-2	●		●	●		●			06	84%	Classic supercar OTT racing. Superb link-up!
Need For Speed 2, The	1-2	●			●		●			21	90%	Rough looking, but actually more fun – long term.
Need For Speed 3, The	1-2	●			●		●		●	33	87%	Blindingly fast, but without some of the magic.
Newman Haas Racing	1-2	●			●		●		●	33	74%	Very similar to F1'97, which is better.
NFL Game Day	1-2	●								04	73%	American football – who cares?
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL Face Off	1-2	●								04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	1-8	●	●						●	32	80%	The best ice hockey game on the PlayStation.
NHL Open Ice	1-4	●	●							32	40%	Outdated and obsolete hockey for £40!

BITS 'N' BOBS

The latest odds 'n' sods reviewed and rated.

Xplorer Cheat Master: T3

Supplied by: Fire International
Price: [illegible]
Best for: Cheating at *Tekken 3*. This is essentially a memory card that comes packed with all of the secrets opened in Namco's top beat-'em-up. It also features all the pre-programmed secrets of *Tekken 1* and *2*, *Dead Or Alive* and *Soul Blade*. Beano!
Downside: It would make more sense to splash out for the proper Xplorer cartridge and then you get codes for all of the games mentioned here, plus every other PlayStation game, ever.
OVERALL: ★★★☆☆

Link Cable

Supplied by: Ni·Gen **Price:** £9.99
Best for: Linking-up. This is half the price of the official link cable and works just the same. It's just a shame that the link-up market, like Jason Donovan's hair, is receding all the time.
Downside: The market is so flooded with cables like this, so shop around if you can.
OVERALL: ★★★☆☆

Multi Port

Supplied by: Mad Catz **Price:** £19.99
Best for: Multiplayer games. This snazzy gadget is essentially a standard multitap but squashed together. It works just as well, but it looks like a Stealth Bomber.
Downside: The price. Sony's gadgets are the best on the market, so why release a similar device for the same price. Are they insane?
OVERALL: ★★★☆☆

4MB Memory Card

Supplied by: Fire International
Price: £19.99
Best for: Huge saves obviously. That's right, Fire did so well out of its 2MB card that it's brought out an even bigger one. This card uses true 4MB as opposed to compressing the data with (often) dodgy results.
Downside: How could there possibly be one? A chunky card that'll store probably more data than you'll need in a year. All at a good price!
OVERALL: ★★★★☆

1MB Memory Card

Supplied by: Nu·Gen **Price:** £7.99
Best for: Colours. These cards come in a variety of awesome colours including citrus orange, flame red, cool blue, velvet purple, racing green, solar yellow, raven black and charcoal grey.
Downside: It's more expensive than our own memory cards. But it is still two quid cheaper than Sony's card.
OVERALL: ★★★☆☆

PAL Converter

Supplied by: Fire International
Price: [illegible]
Best for: Import junkies. If you've got a foreign machine with a Scart port in your telly, this little gadget will convert the NTSC code and produce a cool colour picture without any fuss on any UK/European television.
Downside: The price is a bit on the steep side. But when you think about it, it's a damn sight cheaper than forking out for a new goggle-box!
OVERALL: ★★★★☆

Scart Cable

Supplied by: Nu·Gen **Price:** £9.99
Best for: Quality pictures. Any Scart cable is a good thing because it gives you the best possible pictures. This one is good because it's a tenner.
Downside: None. It even features AV leads and a G-Con adapter, so that's three expensive birds killed with one cheap stone then.
OVERALL: ★★★☆☆

LONG TERM

THE TEST OF TIME

WLS '98

REVIEWED PLAY 35

This game was top of the pack for a while. Featuring the same gameplay mechanics as *Soccer '97*, with club and international teams it had everything... some might say the world was at its feet. Dazzling arrays of skill, fancy moves and a blistering arsenal for penetrating defenses and ramming the ball home all added to make *WLS '98* the most appealing football game for years.

Where it did come undone though was in the long-term play. Fair enough, the two-player mode is still a good laugh between two players of similar skill. But playing against the computer will undoubtedly result in you winning the league without losing a game and with about 200 goals in your favour. Hmm. What's more, you're invited to participate in The Champions League, but this function doesn't actually work properly, so the likes of Barcelona, Juventus and co will get away with their pride in tact.

The sequel (featuring Michael Owen) will rectify the minor gripes of the game but feature more moves and a better control system. So although Eidos might not have got the formula right for the first *WLS* game, it looks like the franchise will grow and grow in the coming years and certainly give *ISS* a run for its money.

BUST-A-MOVE 2

REVIEWED PLAY [illegible]

Nobody questioned the amazing playability of this arcade puzzle classic, but who knew its appeal could possibly last this long? All you do is rotate a little arrow to aim where you want to fire your cute coloured bubble and shoot! It's partly the pleasantly simple and methodical action of grouping colours together, and partly the uncommon addiction of a two-player battle, but it adds up to some of the best value for money you are ever likely to see on your PlayStation.

Since this little baby was released (which was at a very generous price even in the beginning) we've seen strong competition for the puzzle crown, from Capcom's brilliant *Super Puzzle Fighter II Turbo* and the not-quite-so-successful *Tetris Plus*. But *Bust-A-Move* still reigns triumphant, and stands the test of time better than the rest. *Super Puzzle Fighter* was, of course, outstanding, and it offered a lot in the form of collectible extras for beating the CPU player in different ways, but the combo attack patterns and chain reaction stuff is harder to pick up and not as friendly to the newcomer as *Bust-A-Move*. *Tetris Plus* was fine if you were on your own, but had a muddled two-player mode that lacked *Bust-A-Move's* lovely simplicity.

Another incredible facet of *BAM*'s golden gameplay is how PSX widows and other girls will make a special exception and take part in the multiplayer madness. How many games can you say that about? Now widely available for £19.99 or less, this is still a great buy today.

HARDWARE

JOYPADS

1. Dual Shock	Sony
2. Dual Analogue	Sony
3. Analogue +	Joytech
4. PSX 1	LMP
5. Station Master	Logic 3

LIGHT GUNS

1. G-Con 45	Sony
2. Scorpion	Fire
3. Frazer	Fire
4. Predator	Logic 3
5. PSX Light Gun	LMP

JOYSTICKS

1. Dominator	Logic 3
2. Pro Arcade 2	Fire
3. EagleMax	Act Labs
4. Arcade Stick	Namco
5. PS Arcade	Interact

STEERING WHEELS

1. Top Gear	Logic 3
2. RS Racing System	Act Labs
3. Rumble Force	LMP
4. NegCon	Sony
5. Jordan GP	Joy Tech

FREAKSHOW

THE GLOVE — Reality Quest

At £14.99, this must be considered a dear joke.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Nightmare Creatures	1	●							●	27	90%	A fantastic, full-on splatter flick!
Ninja: Shadow Of Darkness	1	●								39	78%	Looks good, but gets repetitive too soon.
Note, The	1	●								28	72%	Above average first person adventure.
Novastorm	1	●								01	38%	Contemptable FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●								26	88%	Better looking and bigger than Soviet Strike.
Off World Interceptor	1-2	●			●					02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●							09	89%	Utterly fantastic multi-player event.
Olympic Soccer	1-2	●								09	84%	Highly playable footy game, basic graphics.
One	1	●								30	86%	The most destructive game ever!
Onside Soccer	1-2	●								12	76%	Uninspiring footy with management aspects.
Overblood	1	●								22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●						●	27	75%	Fun, repetitive and simple beat-'em-up.
Pandemonium	1									15	90%	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●								28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●				05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●								24	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	●							●	37	87%	Terrifying cinematic horror adventure.
Peak Performance*	1-2	●			●		●			21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●								19	65%	Slothful 3-D adventure, lacking visual flair.
Pet In TV	1	●								40	77%	The best virtual pet in the land!
PGA Tour '96	1-8	●								02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●								13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3-D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	1									07	87%	Scrappy Doom clone, meant to be humerous.
Point Blank	1-2	●						●		36	90%	Addictive gun fun... and it's legal.
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Premier Manager '98	1-4	●				●			●	36	89%	The best football management game to date.
Primal Rage	1-2	●								04	85%	Claymation-based beat-'em-up. Poor now.

GROOVY GADGETS

There's no group-test this month, just a complete round-up of the very latest PlayStation peripherals to hit the stores. From sleek new joypads to bulky memory cards, the whole lot is reviewed here and rated accordingly.

Advanced Controller

Supplied by: Mad Catz
Price: £16.99

Best for: Sturdiness. This is one tough cookie that can certainly endure the unnatural punishment that we dish out to our pads on a daily basis. It also features programmable turbo fire and one-touch slow motion functions. Er, great.

Downside: The price again! Wake up Mad Catz, the official Sony pads are now a tenner, and faced with the choice of what to buy, how many people are going to choose this over that? A decent enough pad, but only the criminally insane need apply.

OVERALL: ★★★★★

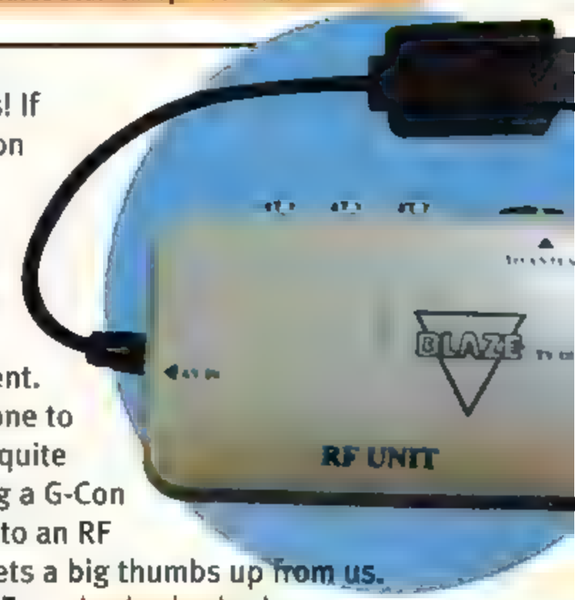
G-Con AV RF Unit

Supplied by: Fire International **Price:** £12.99

Best for: Playing G-Con games! If you own a new cheapy PlayStation that doesn't have the phono sockets on the back (you know, the red, white and yellow ports), then this unit will bridge the gap between problem machine and light gun enjoyment.

Downside: None to speak of. It's quite clever having a G-Con lead built into an RF Unit, so it gets a big thumbs up from us.

OVERALL: ★★★★★



PlayStation Mouse

Supplied by: Mad Catz
Price: £12.99

Best for: Point and click adventures. Yes, although severely limited by what games you can use it for, this mouse is none the less a decent enough, cheaper alternative to the official Sony one.

Downside: No downside really, it's well designed, comfortable to use, and like that annoying bloke from the Ronseal Woodstain advert says;

GAME TITLE									PLAY ISSUE	SCORE	WE SAY...
Prime Goal EX*	1-2	●							02	62%	Very average sprite based footy. Worse than FIFA.
Pro Pinball: The Web	1-2	●							10	90%	Was the best pinballer around, but now there's...
Pro Pinball: Timeshock	1-2	●							34	90%	...This baby! Tommy would go nuts for this!
Project Overkill	1	●							13	89%	Violent, bloody, but repetitive and no two player!
Psychic Detective	1	●							06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2								21	73%	Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	●			●				31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	●	●						04	80%	Yet again, who cares?
Raiden Project, The	1-2	●							01	68%	Dazzling, but ultimately weak shoot-'em-up.
Rage Racer	1	●					●		16	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●		12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●		●	●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●						29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●		●	●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●							01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	●						●	33	77%	Accomplished platformer, good for the kids!
Rayman	1	●							01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2								19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●							23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2	●							17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●							18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●						●	33	68%	Easy on the eye, short-term fun.
Resident Evil	1	●							08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●							27	83%	Marginally better than RE, but dated.
Resident Evil 2*	1	●							32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●			●				07	84%	Average 3DO split screen army romp.
Revolution X	1-2							●	08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ridge Racer	1	●					●		01	93%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●		04	90%	A better game, with link-up and nicer cars.
Riot	1-2	●							18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	●							05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●				29	35%	Boardgame – there's no contest.
Rival Schools	1-8	●	●						39	96%	The most dynamic fighting game for years.
Road Rage	1-2	●					●		17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●							05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	●							36	76%	Disappointing sequel with no guts.
Robopit	1-2	●			●				12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	●							15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	●					●		31	55%	Banal blaster with some two-player appeal.

"It does exactly what it says on the tin," er, box!

OVERALL: ★★★★★

Guncon & AV Adaptor

Supplied by: Fire International
Price: £5.99
Best for: More G-Con shenanigans. This lead plugs straight into the back of your PlayStation with the Scart/AV lead slotting into the other end. Dead handy, and cheap too!
Downside: There isn't one. At almost a third of the official adapter's price, this has got to be worth a look, right?

OVERALL: ★★★★★

Dual Force

Supplied by: Mad Catz
Price: £19.99
Best for: Comfort. With rubber grips positioned underneath both handles, this is a pleasure to hold. The twin sticks and buttons are also very responsive so there's no gripes there.
Downside: The batteries. Yes, to experience the pleasures of the rumble facility (that comes free with the official Dual Shock and all the others for that matter) you have to insert a couple of batteries. Talk about lame. Also, this pad is the same price as the official Sony pad, so there's no reason at all to buy it really.

OVERALL: ★★★★★

PLAYLIST BEST BUY

ASSASSIN AUTOMATIC HANDGUN

Supplied by: [illegible] **Price:** [illegible]
Best for: Everything. The G-Con 45 may have previously been the best light gun, but not anymore! This baby is accurate, stylish, has a recoiling barrel and a nifty foot pedal for those *Time Crisis* crouchy moments. It rocks basically.
Downside: The price really. It's a lot of money to pay for a gun, and then you've got to fork out for a couple of batteries to power the thing. No matter though, because you won't buy a better gun.

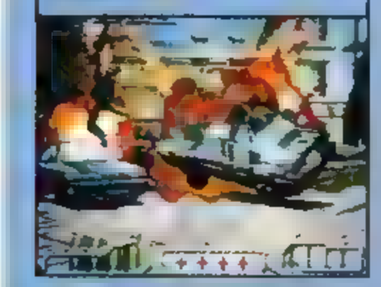
OVERALL: ★★★★★

COIN-OPS

Here are the top five arcade machines that the Play staff regularly share their hard-earned pennies into. If you've played a corking coin-op recently, let us know about it and we'll include it in our list.

TIME CRISIS 2

The local Sega World has finally got this fantastic game in... and we're practically living there playing it!

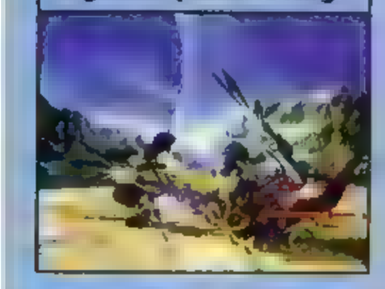


SEGA RALLY 2

Intense head-to-head racing that feels so real you don't expect to come away without your neck in a brace! Hmm, fast.

SOUL CALIBUR

Not a huge leap on from *Soul Edge*, but still produces enough sparks to get our pulses racing.



SF ALPHA 3

The series may be older than Vera Duckworth's stockings, but it still works. This latest smasher is proof enough!

DARK HORSE

Experience the joys of being a jockey without having to be short and dress in stupid clothes!

IRON-MAN

PERIPHERAL OF THE MONTH

Welcome to a new section whereby we put peripherals through the ultimate durability test to see how much punishment they can really take. The purpose of this exercise is to find the toughest joypad.

X-TREME PAD

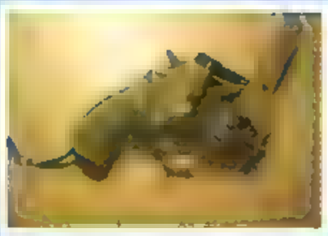
There was nothing in our cupboard that could withstand as much punishment as last month's Iron Man winner, the SoftTouch pad from Wild Things, but this one did pretty well.

The standard 'swing it by the cable against a hard surface' test was first, and not a scratch was seen after several high-powered rotations. We then held it in one hand and bashed it against a desk to see if it could withstand the regular frustrations of a peeved gamesplayer. Again it survived, but a couple of cracks were clearly visible at this stage. Finally, the ultimate Doc Martin test — could it cope under the extreme might of such a severe kicking? Of course it couldn't, the X-Treme pad shattered into a thousand tiny pieces. Still, credit where credit's due, this is one tough cookie!

IRON-GIRL

DOG PERIPHERAL OF THE MONTH

PS LIGHT GUN



This month's booby prize, 'soft as sh**e' award goes to Max Play's PlayStation Light Gun. The gun comes in a grey colour and is devoid of any thrills... which is why it went under the hammer (or rather, foot) to see if it could take any punishment. The simulation we set-up was the standard disarming trick. One of us played the villain and the other an innocent shop keeper trying to retain his cash. It was the shop keeper's job to grab the barrel of the gun and wrestle it away from the assailant... upon which the barrel snapped and bits of circuit board flew everywhere. Hardly a fair test for a light gun you may think, but the fact is that it's a very weak one.

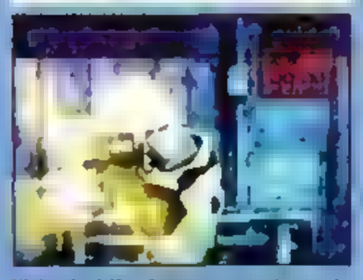
GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Rockman Battle & Chase*	1-2	●			●					21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●								31	80%	Enjoyable 3-D adventure. For smash get Dash!
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
CLASSIC Sampras Extreme	1-4	●	●							09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called Samurai Slowdown!
S.C.A.R.S.	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●				●				39	62%	Rough-looking and very repetitive strategy game.
Shadow Master	1	●							●	29	79%	Nice try, but lacks variety...
Shellshock	1	●								06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●								03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●					●			30	63%	Uninspiring, run-of-the-mill racer.
Sim City 2000	1	●				●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1									10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●								31	83%	Pleasurable plasticine playability.
Smash Court Tennis	1-4	●	●							16	86%	Supremely playable, addictive cartoon tennis.
Snow Racer	1-2	●			●					35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●							20	82%	UK teams version of Olympic – very playable!
CLASSIC Soul Blade*	1-2	●								17	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●								14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●								10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●							21	39%	Pants cartoon basketball game, based on film.
Spawn: The Eternal	1	●								34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	●			●		●			20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	●								37	25%	Total waste of Spice... cheap though!
Spider*	1	●								20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●								20	72%	Uninspiring cartoon platform game. Yawn.
Stahlfeder*	1	●								06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●								16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	●								02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1									08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	●								30	74%	A great licence, but somewhat wasted.
Starwinder	1	●								13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	●								13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●			●				●	30	58%	One to rent, not to buy!
CLASSIC Street Fighter Alpha	1-2	●								07	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●								29	67%	Some stones are best left unturned!
CLASSIC Street Fighter Ex Plus	1-2	●								25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●								01	35%	The original PLAY score was a misprint! Crap!
CLASSIC Street Fighter Zero 2*	1-2	●								12	94%	Simple, colourful graphics – total gameplay!
Street Racer	1-8	●	●		●					14	84%	Childish Mario Kart wannabe, good multi-player.
CLASSIC Strikepoint*	1-2	●			●					14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●							01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●								16	80%	Endearing and lasting Manga RPG.
CLASSIC Super Puzzle Fighter 2*	1-2	●								18	90%	Fan-bloody-tastic Japanese puzzler!
CLASSIC Supersonic Racers	1-8	●	●							11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●								21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●			●				22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●								22	84%	Innovative caveman adventure. Badly presented.
Tekken	1-2	●								01	84%	Was the ultimate 3-D beat-'em-up, still decent.
CLASSIC Tekken 2*	1-2	●								07	95%	Ultimate 3-D beat-'em-up – essential purchase!
CLASSIC Tekken 3*	1-2	●							●	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	●								16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	●							●	40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	●	●							28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6									18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	●			●					24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4	1-2	●		●			●			28	86%	Enough to blow your gasket!
Tetris Plus	1-2	●								30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	●								32	88%	More fun than a hospital could ever be!
Theme Park	1	●								01	86%	Build your own Alton Towers – very in-depth.
Three Lions	1-2	●								35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1									23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1									11	78%	Restrictive, but graphically impressive adventure.
CLASSIC Time Crisis*	1	●						●		24	90%	Stupendous light gun shooting action. Top.
CLASSIC Tobal No. 1*	1-2	●								12	94%	Cracking high res beat-'em-up with quest mode.
CLASSIC Tobal 2*	1-2	●					●		●	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●								20	73%	Great concept, let down by low overall speed.

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Tomba*	1	●								31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	●								14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	●							●	28	95%	A fine sequel that easily surpasses the first.
Tommi Mäkinen Rally	1-2	●				●		●	●	37	39%	The turkey of rallying games!
Top Gun: Fire at Will	1	●								09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	●								01	76%	First Tekken rival, graphically fantastic. Dated.
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●		●		●	●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third person shoot-'em-up. From 3DO.
Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
Touring Car Championship	1-2	●				●		●	●	27	92%	Really fast, really fun, really racing!
Transport Tycoon	1	●					●			24	78%	Absorbing strategy about transport networks.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●				●				02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2					●				16	88%	Remarkably compelling two player blast-a-thon!
V2000	1	●							●	40	82%	Uncompromising, thinking man's shoot-'em-up.
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG. Bloody.
Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	90%	Frantic flying fist action in a corking sequel.
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	●				●			●	36	94%	Big guns, huge explosions, gigantic appeal!
Virtual Golf	1-4	●								09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	●					●			17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●				●				35	45%	Dodgy-looking and , frankly, unplayable racer,
V-Rally	1-4	●				●		●		23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
Warcraft 2: The Dark Saga	1	●								24	86%	Utterly compelling medieval strategy fest!
Wargames	1-2	●				●			●	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	●								14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●								03	68%	Distinctly average helicopter shoot-'em-up.
WCW Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Best wrestling game on PSX, until the next one.
Wild 9	1	●							●	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	1	●								24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●				●		27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
Wipeout 2097	1-2	●		●				●		13	93%	Far better than Wipeout – a stunning game.
World Cup '98	1-8	●	●						●	36	86%	A superbly atmospheric football game.
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
World League Soccer	1-4	●							●	35	90%	Plays the opposition off the field. The best!
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Wreckin' Crew	1-2	●				●			●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
WWF Warzone	1-4	●	●							39	85%	The best wrestling game on the PlayStation.
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●					●			06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●					●			15	88%	Deeply involving underwater strategy game.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
Xevious 3D/G*	1-2	●								23	72%	Collection of every Xevious game. Not bad.
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●			●			29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless.

WANTED

PLAY'S TOP 10

METAL GEAR SOLID
EARLY 1999



We've had the Japanese version and completed it with ease. Roll on the more challenging UK version!

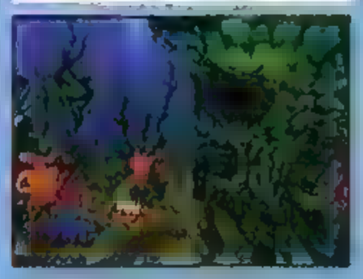
FINAL FANTASY VIII
CHRISTMAS 1998

Expect to see another saliva-inducing demo on the forthcoming Japanese version of *Ehrgaiz*. We can't wait.

R4: RIDGE RACER
DECEMBER (JAP)

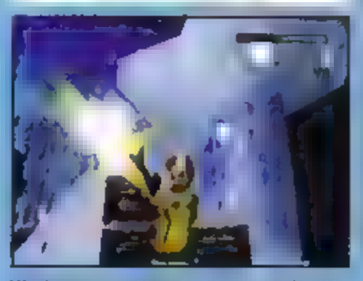
How will the PlayStation's oldest racing game cope against the competition of *GT*? Well we hope!

CRASH 3: WARPED
NOVEMBER



Can we stomach another Crash adventure? Course we can, because this is going to be his best yet!

TOMB RAIDER III
NOVEMBER



We know exactly what to expect with Lara's third outing, we just want to see if it surprises us at all!

TIME CRISIS 2
TBA

It's definitely going to happen, so get ready for the ultimate shoot-a-thon!

PLAYED OUT...

NEXT MONTH IN PLAY

SOUL REAVER

The blood's gonna flow next month when the vampires come to town!

RIDGE RACER 4

Full report on Namco's latest GT competitor. Will it burn rubber?

QUAKE II

We bring you exclusive report on the eagerly-awaited gut-churner!

TOMB RAIDER III

Come on then Lara... do your stuff! Will her third adventure be as enthralling as the last, or have we seen it all before? Judgement time!

PLUS!

Silent Hill, Actua Soccer 3, Roll Cage, South Park, Gex 4, Warzone 2100, ODT, Psybadek, Crash 3, Omikron, Sabateur, and the PlayStation 2!

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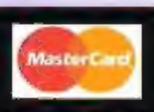

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